

Official: The UK's Best-Selling N64 Mag!

volume 7 £3.95

64
magazine

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otherwise authorised by Nintendo

DIDDY KONG RACING

Exclusive review!

Over 30
pages of
reviews!

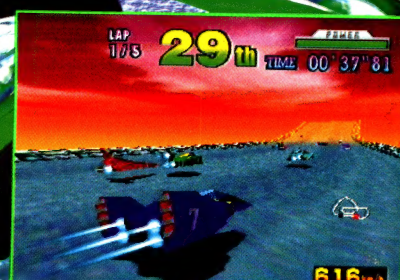
Top Gear Rally
Extreme G
Duke Nukem 64
Bomberman
Mischievous Makers
Mace: The Dark Age
NFL Quarterback Club

Goldeneye
mapped:
part 2

Win
Top Gear
steering
wheels!



printed in the UK by Paragon Publishing magazine



All the latest amazing shots of Zelda 64, Yoshi's Story and F-Zero 64!

MRC

MULTI-RACING CHAMPIONSHIP

- *Eight high performance, fully customisable vehicles*
- *True 64 bit visual detail*
- *On and off road terrain*
- *Alternative routes on every course*

INTERNAL COMBUSTION ENGINE



GINE



64

volume seven

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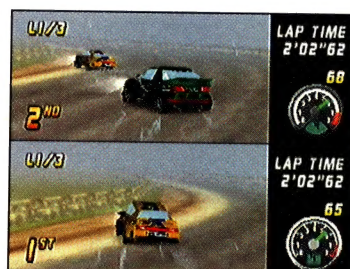
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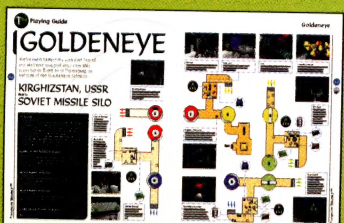
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Nindex 96

The full monty on the games we've reviewed in past issues.



N⁶⁴ Welcome!

Chop Chop!

Bloody hell. On the day that 64 MAGAZINE is due to go to press, our lead story being that Nintendo have cut the prices of their new games to just £50, they top it by announcing that the N64 itself is going down in price, to the devastatingly low £99.99 mark! After months of people (including myself) moaning that the machine and games are too expensive, Nintendo have blown complainers and competition alike right out of the water.

Although our stringers had actually told us about this two weeks before the official announcement (we have people everywhere!), Nintendo's UK distributors THE Games, in true *X Files* fashion, denied everything – until the day the confirmation fax came spooling onto our office floor! Nintendo's plan was carefully thought out, waiting until Sony magnanimously announced that it would be packaging an extra joystick with the PlayStation (at a cost to themselves of practically nothing) before almost casually knocking £50 off the price of its superconsole and slicing a tenner from the cost of games to boot. All this just in time for Christmas, too.

Nintendo are now in a frighteningly strong position to dominate the holiday market – their upcoming games are some of the best ever, easily outstripping all but a couple of PlayStation titles, and the console that runs them is not only the most powerful you can buy, but costs less than a hundred quid. It's still not chump change, but that single penny below £100 makes an enormous psychological difference when people compare prices in Dixons. PlayStation – three figures. N64 – two figures. At a stroke, Nintendo have turned the expectation of how the Christmas market would look on its head.

Nintendo's sales are now guaranteed to go through the roof – for a start, no fewer than four staffers on 64 MAGAZINE's sister PlayStation mags reached for their wallets on hearing the news! With the quality of the games as high as it's ever been (half the games reviewed this issue score 90% or higher), Nintendo apparently taking advice from Rare on how to produce quality PAL conversions and the price cuts, the N64's future has never looked brighter.

ANDY McDERMOTT, EDITOR

the 64 showcase

news
peripherals
advice • hot new
items of interest
& stuff



£99 N64!



CONSOLE AND CART PRICES CUT FOR XMAS!

EXCELLENT NEWS FOR ALL GAMERS – NOT ONLY have Nintendo announced a cut in cartridge prices that will see megagames like *Goldeneye* and *Diddy Kong Racing* on the shelves at the shockingly bargainous price of £49.99, the same as some PlayStation titles, but the N64 itself is coming down to just £99.99! As of Friday October 24, the N64 crashed down in price by £50, undercutting the PlayStation by a full 30 nicker.

As well as Nintendo's new titles, the cart price cut also extends to third party games – expect

price cuts of between £5 and £10 on games from other companies – and some older games. Both *Super Mario 64* and *Mario Kart 64* have come down in price to £49.99, the same as *Goldeneye* and *Diddy Kong Racing*.

Well, what are you going to do? There's really no excuse for not buying an N64 for Christmas now. Kids – tell your parents! Parents – treat your kids! People with no kids – treat yourselves!



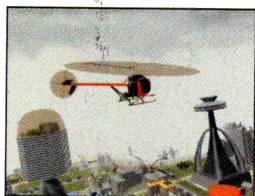
COPTER FEEL

MAXIS'S GAME *SIM COPTER* WILL BE APPEARING ON the 64DD, not cartridge as had been previously thought, and may even be the system's launch title in the US. Nintendo design guru Shigeru Miyamoto has implied that *Sim City 2000* (already confirmed as one of the first 64DD titles) and *Sim Copter* will be compatible in some way, which leads to the interesting idea that

players can build cities in *SC2000* and then fly missions through them in *Sim Copter*!

Sim Copter puts you in charge of a city's helicopter fleet, giving you responsibility over airborne law enforcement, rescue and

firefighting as you try to keep the simulated citizens alive. Or, alternatively, you can cause chaos by kidnapping people and hurling them to their doom from your chopper! Well, maybe Nintendo might not be quite so keen on that aspect of things. One thing is certain – the infamous 'gay parade' ending sneaked into the PC game by a programmer is unlikely to reappear on the Nintendo game...



CHANGING GEAR

TOP GEAR RALLY

(which receives a handy 90% this issue) may already be laden with Japanese sports cars, but not enough for the Japanese themselves – their version of the game will replace two of the more 'European' cars (the BMW M3 and the Ford RS 200) with an F-150 pickup (hang on, that's American!) and a Mitsubishi Pajero. Hmmm. The bonus 'helmet car' also picks up its P45, being replaced by (hurrah!) a Mini Cooper.

The music and default car paint jobs will also be changed, and the game will be fitted with internal memory that lets you save season data without needing a Controller Pak. We'll have a look at *Top Gear Rally Goes East* in a future issue.



BORDER STUPID

DOH! IN OUR UK UPDATE REVIEW OF *Lylat Wars* in issue 5, we said the game had 'moderate' borders. In fact it doesn't – it's Nintendo's first full-screen PAL game. This is what happens when we don't get time to play the game on the office Big Telly™ and have to run it through our Macs instead – our video grabber obligingly put borders on the screen, as can be seen here. We humbly apologise to Nintendo, and curse Apple for their poxy software!



AUTOMOBLIBBLY

LAMBORGHINI 64 IS TO UNDERGO A TITLE CHANGE, to the tongue-twisting *Automobili Lamborghini*. The change is apparently because somebody at Lamborghini realised they didn't make a car called the '64', and decided to plug the whole company instead. Right, like we're all going to rush out and buy a Lambo because we've seen the company name in print!

If you can dodge the baton-wielding thugs in the riot police blocking your path to the shops, *Automobili Lamborghini* will be available from THE Games on November 28. Review next issue, hopefully.



FUNKY FOXDATA

IN THE BEGINNING, THERE WERE GREY CONTROLLERS. Then Nintendo said, "Let there be colour!" and there was. Then Foxdata said, "Let there be chrome!" and there was that too. Now, customisation reaches new heights with Foxdata's latest piece of painterly trickery – psychedelic controllers!

The new additions to Foxdata's

range are (left to right) Purple Forest, Chrome Leopard, Desert Storm and Red Rain. Yeah, funkeeee! These groovy pads cost £39.99 and are available via CMT distribution on (0113) 230 6305, or through Special Reserve stores (01279) 600204 and other good game shops.

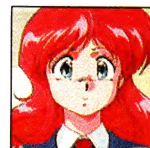


It's The Mind

YOU CAN TELL A LOT ABOUT A PERSON BY LOOKING AT THE PICTURE THEY USE TO DECORATE THEIR COMPUTER'S DESKTOP. WHAT LURKS IN THE MINDS OF THE 64 MAGAZINE CREW?

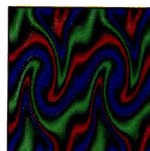
ANDY McDERMOTT

The editor's choice of desktop picture tells us three things. He likes anime. He has a thing for cute redheads. This is the only way he can get a woman to look at him without retching.



ROY KIMBER

A psychedelic desktop is the perfect reflection of Roy's psyche, a window into The Wild And Wacky World Of Kimber. Well, he thinks *Mortal Kombat* is better than *Street Fighter* – mad!



LOZ COOPER

In true Spinal Tap fashion, the Coopster's laptop PC (damn contributors – buy yourself a decent computer!) has a backdrop that could not be more black. The miserable sod!



NICK TRENT

A dull brown moonscape, reminiscent of the Ryvitas upon which he feasts, provides the backdrop for Trenty's layout wizardry. Fortunately, he exercises more imagination in his designs!



Who Wants To Be A Billionaire?

WHO'S THE DADDY NOW? NINTENDO recently revealed the total number of consoles and carts they've sold over the years, and it's, uh, kinda huge. There are more than 150 million Nintendo consoles (NES, Super NES and Game Boy) weighing down the crust of the planet, and well over a *billion* games for them. That's practically one Nintendo game for every six people in the world!

These figures don't even include N64 consoles and games, and with 1998 being the year when Nintendo's superconsole is expected to go into sales overdrive, maybe the ratio will go up to one in five...



Patent Stupidity

ANOTHER VICTORY FOR GREED AND opportunism, another nail in the coffin for common sense and advances in game development. Sega Enterprises recently won a long-running patent claim that, in Japan, gives them the rights to the entire concept of user-controlled camera angles in games. If a game released in Japan, on any format, has camera views that can be adjusted by the player, Sega now have the legal right to demand royalties. Nintendo, naturally, are one of the companies Sega have in their sights.

Patents are intended to protect inventors from exploitation, but by claiming patents on *ideas* rather than the actual *process*, companies like Sega and Inwood International (who are trying to claim royalties on any game that features digitised human animation!) are clearly abusing their privileges. Still, game developers affected by this kind of idiocy can take comfort from the case of Microsoft – they were sued by Apple for copying the Macintosh operating system to create Windows, and look where they are now...

DURAL TO STEP ON MARIO?

NINTENDO'S OLD RIVALS SEGA ARE hard at work on a replacement for the ailing Saturn, with which they intend to crush the N64. Codenamed 'Dural', after the T-1000-like character from the *Virtua Fighter* games, the machine is intended to go on sale around Autumn 1998.

Although Dural is a 64-bit machine like the N64, the Hitachi SH-4 Central Processing Unit is over twice as fast as the N64's CPU, 200MHz against 93.75Mhz. The SH-4 is backed up by a load of custom silicon, including an NEC PowerVR2 graphics chip which can deliver graphics not far short of the

amazing Model 3 board used in Sega's *Virtua Fighter 3* arcade machine. It is also compatible with the latest PC 3-D graphics formats, which in conjunction with Dural's use of Microsoft's *Windows CE* operating system should make conversions of top PC games a doddle.

Although Dural will be a CD-based system like the Saturn and PlayStation, the drive will be a hugely fast 12x unit (compared to the Saturn's 2x drive) that can also read special high-density CDs holding twice as much data as a standard disk. At this kind of speed, differences in access time between a CD and a cartridge almost disappear.



Should Nintendo be worried? Absolutely yes – although Sega lost the next generation console wars to Sony, they are still the world's largest manufacturer of arcade machines, and perfect conversions of *Virtua Fighter 3* or *Scud Race* will almost guarantee sales. Dural's specifications, on paper, are a lot more powerful than the N64; even with their price cuts, Nintendo still have only a year to get the 64DD out and try to recapture the console market from Sony before Sega start kicking the chairs over. The clock is ticking...

THE BIG PICTURE

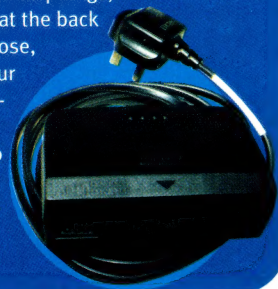
EVER FELT THAT, NO MATTER HOW BIG YOUR TELLY, IT'S JUST not big enough to do justice to your N64 games? Problem solved with the help of the Sharp XV-C1E, a thrillingly named piece of kit distributed by Roche Visual Communications, which is a lot more exciting than it sounds – it's a projection TV system that can zap a huge picture onto any conveniently situated flat surface!

There should be an advert for the XV-C1E (ooh, even the name sends me all a-tremble) elsewhere in this issue, so that'll take care of all the details like price and stuff. We've got one on long-term test, so watch out in a future issue for a report on our cinemascope exploits.



ACHTUNG PLUGGY!

PUBLIC SERVICE ANNOUNCEMENT TIME – A SMALL number of N64s have been supplied with potentially unsafe plugs on their power packs. If your plug has the name 'Hitachi HE-25' under its prongs, there is a slight chance that the back of the plug might come loose, exposing bare wires. If your power pack is a model HE-25, call THE Games on freephone (0500) 030 030 and they'll give you instructions on how to obtain a replacement as quickly as possible.



YOU KNOW WHERE TO COME

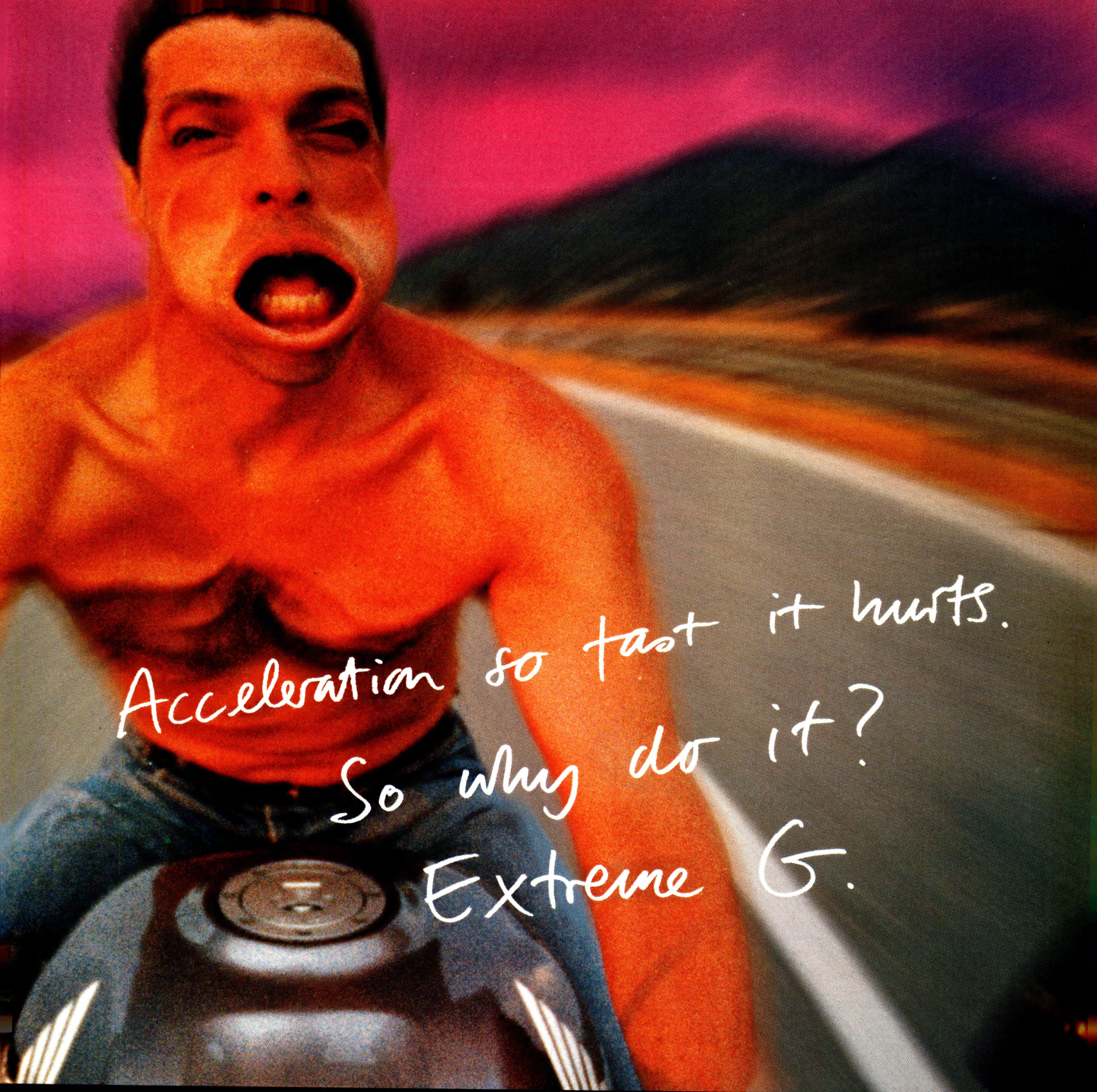
IF YOU'VE EVER BEEN MILDLY ANNOYED THAT SOME GAME SHOPS don't let you try before you buy, take heart from the fact that fridge-floggers Comet are expanding their Game Zone concept, where a bank of N64s, PlayStations and Saturns are set up for potential game buyers to play the latest releases. Comet tell us that each Zone will be showing up to 20 N64 games at once, so presumably they'll be doubling up some titles until that number are on release!

There are over 200 Comet stores where the Game Zones will be running in the lead-up to Christmas, so if you want to see how *Top Gear Rally* stacks up against *Multi Racing Championship*, or just show off your talents at *Mario 64* to the adoring masses, make your way down to your nearest

COMET

Halleyesque purveyor of 'white goods' right now!





Acceleration so fast it hurts.
So why do it?
Extreme G.



Extreme-G™ takes gaming to a new level and sets the standard as the fastest, most graphically impressive game to grace the Nintendo® 64. "The fastest game on earth." (Nintendo Magazine)



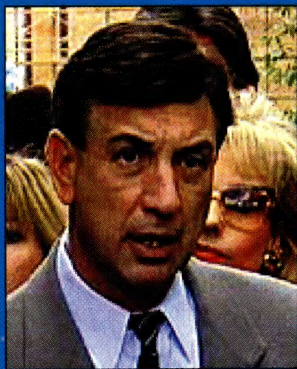
TAKE IT TO THE EXTREME



ONCE BITTEN

AND YOU THOUGHT AMERICAN FOOTBALL was a wholesome game. Marv Albert, the in-game commentator for Acclaim's *NFL Quarterback Club '98* (reviewed this issue), has pleaded guilty to charges of sexual assault.

Albert has already been fired from his commentator's job by US TV network NBC, but unfortunately for Acclaim, the *NFL* cartridges had already gone into production by the time the wig-wearing biter admitted all. As a result, the voice of the N64's first gridiron game is that of a dodgy deviant! Oops...



10

MICROTOMETERCANDYHELL

CODEMASTERS, THE BRITISH developers who brought the world the hellishly addictive *Micro Machines* games, have signed a deal with Midway to convert *Micro Machines* (and other Codemasters games) to the N64. *Micro Machines V3* on the PlayStation scored 92% in *Play* magazine – we look forward to an N64 version!



64 CHARTS

1	LYLAT WARS	NINTENDO
2	MARIO KART 64	NINTENDO
3	MRC	OCEAN
4	SUPER MARIO 64	NINTENDO
5	ISS 64	KONAMI
6	DOOM 64	GT INTERACTIVE
7	SHADOWS OTE	NINTENDO
8	BLAST CORPS	NINTENDO
9	TUROK	ACCLAIM
10	WAVE RACE	NINTENDO

NEWS NUGGETS

MIDWAY HAVE SIGNED A DEAL TO distribute Kemco's *Twisted Edge Snowboarding* in the States – no word yet on who will obtain the UK rights... Hudson Soft's giant robot battler *Legion X* will come to the west courtesy of Mindscape, who will be renaming the game *Last Legion UX* for no apparent reason... Gumpei Yokoi, designer of the Game Boy for Nintendo, died recently in a car crash. He had left the company following the commercial failure of his next project, the Virtual Boy... *Goldeneye* is still topping the game rental charts in America, outdoing even PlayStation megagames like *Final Fantasy VII*...

LATEST RELEASE DATES

ONCE MORE UNTO THE BREACH, DEAR FRIENDS, ONCE MORE UNTO THAT HELL OF VARIABLE RELEASE DATES AND SCHEDULES THAT CHANGE MORE OFTEN THAN TRAFFIC LIGHTS. AS USUAL, TAKE EVEN THE VAGUE DATES LISTED HERE WITH ENOUGH SALT TO SHRIVEL JABBA THE HUTT, ESPECIALLY IF THEY ARE SUFFIXED WITH THE NAME 'NINTENDO'...



UK

UK
NOW-DECEMBER
Goldeneye (Nintendo)
Bomberman 64 (Nintendo)
Diddy Kong Racing (Nintendo)
Mischief Makers (Nintendo)
NHL Quarterback Club (Acclaim)
Clayfighter 63 1/3 (Interplay)
Top Gear Rally (Kemco/THE)
Automobili Lamborghini (Titus/THE)
WCW vs NWO World Tour (THQ)
Jeopardy! (Take Two)
Wheel Of Fortune (Take Two)
Duke Nukem 64 (GT Interactive)
San Francisco Rush (GT Interactive)
Robotron 64 (GT Interactive)
Quake 64 (GT Interactive)

JANUARY-MARCH 1998
Banjo-Kazooie (Nintendo)
F-Zero 64 (Nintendo)
Yoshi's Story (Nintendo)
Zelda 64 (Nintendo)
Conker's Quest (Rare)
Forsaken (Acclaim)
Goemon (Konami)
GASP (Konami)
Nagano Winter Olympics (Konami)
NBA In The Zone '98 (Konami)
Castlevania 64 (Konami)
Mission: Impossible (Ocean)
Bomberman 64 (Hudson)
Quest 64 (THQ)
Virtual Chess 64 (Titus)
Twisted Edge Snowboarding (Kemco)
Chameleon Twist (Japan System Supply)
Tonic Trouble (Ubi Soft)
Mace: The Dark Age (GT Interactive)
MK Mythologies (GT Interactive)



JAPAN

JAPAN
NOW-DECEMBER
Diddy Kong Racing (Nintendo)
Yoshi's Story (Nintendo)
Tamagotchi 64 (Nintendo)
Hyper Olympics In Nagano (Konami)
Dual Heroes (Hudson)
Legion X (Hudson)
Toukon Road: Brave Spirits (Hudson)
Top Gear Rally (Kemco)
Aero Gauge (ASCII)
Macross: Another Dimension (Tomy)
Famista 64 (Namco)
Sonic Wings Assault (Video System)
Holy Magic Century Eltale (Imagineer)
Struggle Hard (Imagineer)
Sim City 2000 (Imagineer)
Kiratto Kaiketsu! 64
Tanteidan (Imagineer)
Rev Limit (Seta)
Morita Shogi 64 (Seta)
Wild Choppers (Seta)
Snobo Kids (Atlus)
Chameleon Twist (Japan System Supply)
Hiryu No Ken Twin (Culture Brain)
Pro Mahjong Kiwame 64 (Athena)
Virtual Pro Wrestling: Ultra Battle Royale (Asmik)
Hashire Boku No Uma (Culture Brain)
Super Robot Spirits (Banpresto)
Harukanaru Augusta: Masters '98 (T&E Soft)

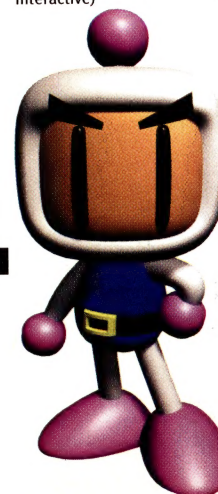
JANUARY-MARCH 1998
F-Zero 64 (Nintendo)
The Legend Of Zelda 64 (Nintendo)
Banjo-Kazooie (Nintendo)
Kirby's Air Ride (Nintendo)
(64DD) Mario Artist (Nintendo)
(64DD) Mother 3 (Nintendo)
(64DD) Pocket Monster 64 (Nintendo)
(64DD) Sim City 64 (Nintendo)
Jungle Emperor Leo (Nintendo)
Flights of the UN (Video System)
Wayne Gretzky's 3-D Hockey '98 (Gamebank)



USA

USA
NOW-DECEMBER
Diddy Kong Racing (Nintendo)
Bomberman 64 (Nintendo)
Mystical Ninja 64 (Konami)
NBA In The Zone '98 (Konami)
Mission: Impossible (Ocean)
Last Legion UX (Hudson)
WCW vs. NWO: World Tour (THQ)
MK Mythologies (Midway)
San Francisco Rush (Midway)
Wayne Gretzky's 3D Hockey '98 (Midway)
John Madden 64 (EA Sports)
NFL Quarterback Club '98 (Acclaim)
Duke Nukem 64 (GT Interactive)
Aero Fighters Assault (Paradigm)
Space Station: Silicon Valley (BMG)
Wheel Of Fortune (Gameltek)
Jeopardy! (Gameltek)

JANUARY-MARCH 1998
The Legend Of Zelda 64 (Nintendo)
Yoshi's Story (Nintendo)
Conker's Quest (Rare)
Banjo-Kazooie (Nintendo)
Body Harvest (Nintendo)
MLB Featuring Ken Griffey Jr (Nintendo)
Nagano Winter Olympics '98 (Konami)
GASP (Konami)
Castlevania 64 (Konami)
Bio Freaks (Midway)
Quake 64 (Midway)
NHL Breakaway '98 (Acclaim)
Turok 2 (Acclaim)
Forsaken (Acclaim)
NBA Jam '98 (Acclaim)
WWF '98 (Acclaim)
Quest 64 (THQ)
Tonic Trouble (Ubi Soft)
Virtual Chess 64 (Titus)
Freak Boy (Virgin)
Earthworm Jim 3 (Interplay)
Robotech: Crystal Dreams (Gameltek)





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All American NFLTM action
in the most impressive
game ever. The only
game with all the teams,
all the players and the
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TAKE IT TO THE EXTREME



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Come **ONE**, come **ALL**, write to 64 MAGAZINE and have a **BALL!** But don't talk **RUBBISH** or we'll take the **PISS**. We really **ARE** that **CRUEL**.

64 MAGAZINE, in association with Fire International, is pleased to announce a little incentive for our readers to get involved with the magazine – every letter printed (well, apart from the dongers that end up in Memory Card Losers) will win a 256K memory card from Fire, and a Star Letter each month will be crushed by largesse!

• Please note that the prizes are sent out by Fire International, not us, so there may be a delay between publication of your letter and receipt of your prize.

FIRE INTERNATIONAL'S N64 PERIPHERALS

1 MEG MEMORY CARD (CHOICE OF SIX COLOURS): £14.99

256K MEMORY CARD (CHOICE OF SIX COLOURS): £9.99

SFX UNIVERSAL ADAPTOR: £14.99

X-TENDER JOYPAD EXTENSION CABLE: £7.99

S-VIDEO CABLE: £8.99

STEREO AV CABLE: £7.99

AV/RGB SCART CONVERTER CABLE: £7.99

NTSC SCART CONVERTER CABLE: £29.99

RF UNIT: £14.99



DEAF EARS

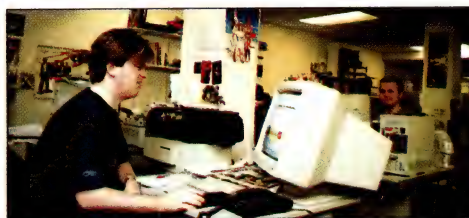
Dear 64 MAGAZINE,

I've been reading your magazine since issue one and generally speaking it is excellent. But why do you neglect sound in your reviews? Sound seems to be taken for granted these days, never mentioned unless it is particularly good or bad, but I think that sound is very important in a game as it can add atmosphere a la *Secret Of Mana* and make for a much more enjoyable game environment. I feel that you should pay far more attention to sound in your reviews.

Your *Blast Corps* review in issue two is a prime example; a seven-page review yet the sound is briefly skipped over in just one paragraph. In smaller reviews of a page or two I realise it is difficult to cover sound, but in the case of *Blast Corps* – a game with truly excellent sound – the neglect is particularly unacceptable. *Goemon* – a game with the finest sound yet – had absolutely no mention of the sound in the body text. Similar treatment was given to other titles with excellent sound like *Goldeneye*, *Lylat Wars*, *Turok* and *Wave Race*. Why? Please rectify this in the future.

On a lighter note, I was pleased to read that Rare are doing fully optimised PAL versions of all their upcoming games, which is more than can be said for Nintendo! After purchasing the superb *Blast Corps*, I'm very much looking forward to getting *Goldeneye*. Or perhaps *Extreme G*. And I'll have *Lylat Wars* (the game I bought my N64 for after seeing it half-finished on Sky around two years ago) to play in October! Who cares if Nintendo's games are childish if they're this good?

GRAHAM WADE, NESTON



MESSRS KIMBER AND TRENT IN THE ACOUSTICALLY PERFECT WONDERLAND THAT IS THE 64 MAGAZINE OFFICE.

Behind the scenes at 64 MAGAZINE, part 17: the reason game sound has been, we freely admit, under-explored in our reviews to date is simple – we have a job hearing it! 64 MAGAZINE is produced in an open-plan office – to one side we have *PowerStation* magazine, where up to three PlayStation games can be shrieking away at once, accompanied by Paul Morgan's awful Puff Daddy 'music', and on the other side is *Play* magazine (another three PlayStations). The console division's Big Telly™ is right by my desk as well, then we've got two radios, CD players built into five of our Apple Macs, passers-by chortling loudly... it's amazing we can hear *anything*, to be honest! We will try to give more space to sound in future reviews, once we get our ears syringed.

NINTENDO NIRVANA

Dear 64 MAGAZINE,

There are certain things in life that feel undeniably right.

Take music, for example. After listening to something so beautiful that it touches your soul, you switch it off to hear your neighbour playing the fifth manufactured boy/girl act to hit it big this week. You wonder if this music touches them in the same way.

Or the world of film. Just because there are no computer-generated effects or the budget only has six digits as opposed to eight, does this justify the majority of British films failing at the box office? Big is not always beautiful, so take note Luc Besson and move on.

What I am saying is people should rely more on their instincts rather than the safety of following the crowd. Don't be fooled into thinking that just because something is popular then that makes it good. I am the only one of my friends who owns an N64. Do I care that there is a lack of games which makes me and my system a source of ridicule? Not at all.

When *Zelda 64* is released it will be worth ten of any game on any other system. *Super Mario 64* already is and *Goldeneye* is about to be. Patience is needed for those who own this machine. In reward you will be given games that will far exceed your expectations. Forgive me for sounding like Nintendo's PR man, but this machine feels undeniably right. At least it does to me.

DAVID KAY, HACKBRIDGE

You could never work in PR – there's far too much poetry in your soul. Alas.

THE GIRLIE SHOW

Dear 64 MAGAZINE,

How many girls do you think like Nintendo? A lot? Well, why do I feel like I'm all alone? I buy three N64 magazines, *Nintendo Magazine*, *64 Extreme* and yours! On the letters pages there are never any letters from girls. Do you get many letters from girls, and if so why don't you print them?

1: What is the difference between *Starfox* and *Lylat Wars*?

2: What is wrong with *FIFA 64*? Why is it going so cheap?

I'm very pleased with your magazine and I buy it every month. It is the only one worth the price!

AMY BACCHUS, YATELEY

Our readers' survey last issue showed that we have a 4% female readership (it doesn't sound like much, but it's at least twice as much as most console mags), which taking into account the number of people reading each issue, yadda yadda, means that there are at least 3,580 distaff Nintendo fans who read the mag. You are not alone! We'd print more letters from our female readers if they wrote more... Come on ladies, make your voices heard! Prove to the world that videogames aren't just a pastime for the lads!

1: The name, and as Shakespeare noted, what's in that?

2: It sucks!



Dear 64 MAGAZINE,
The results of your readers' survey last

issue made for very interesting reading. Being relatively new to the console scene I was astonished by the proportion of 10-15 year olds who read your magazine and therefore own an N64. I suppose I should have realised this while trawling through the other mags, most of which are biased, terribly presented and full of condescending rubbish. Yours, on the other hand, presents us with an excellent combination of features that in my innocence I had assumed was a reflection of a mature marketplace.

Your pie chart answers many of my questions, such as why do truly awful games like *Mortal Kombat Trilogy* (ketchup!) or *FIFA* continue to survive? Or how a supposedly dynamic industry can allow the dire

Cruis' n USA to fly the 'first racer' flag for such a fantastic machine?

The sad fact is that a major proportion of games developers are ignoring an enormous potential demographic. Those of us who cut our gaming teeth trying to land on Lave or shuffling around for hours in *Atic Atac* have grown up alongside computer games and witnessed the most incredible things. What we expect from our fantastic plastic is the imagination, passion and immersion of yesteryear, yet only a few N64 games can offer this. We should thank our lucky stars for the likes of Rare, for without them our diminutive catalogue would look shockingly like that of the PlayStation with only one worthy game for every other fifteen.

Hence the gaming market has virtually stopped growing upwards and is now expanding sideways. More grand ideas are needed to stretch the technology and there are a lot of us waiting to see it happen again. The incredible *Super Mario 64*, *Lylat Wars* and *Pilotwings* prove that 'sequels' are valuable if treated with respect. Combined with *Blast Corps*, *Goldeneye* and *Zelda*, we face a blazing future, one where the N64 is truly the only option.

So to all your 'newer' readers I say welcome aboard this brilliant magazine and the machine it represents, and have a great time, but be careful with your cash or in ten years' time you'll be writing very similar letters to *256 Magazine*...

ADAM TAYLOR, LEICESTER

For the benefit of our readers who don't have faces like prunes, Lave was a planet in *Elite*, an 8-bit space trading game, and *Atic Atac* was a game on the ZX Spectrum. Which was an early home computer. I'll get me coat.

It's unfair to blame younger gamers for crap games – big-name licences make attractive choices for people who don't read magazines or are buying games for somebody else (the so-called 'granny money') as presents. The quality of N64 games is definitely on the rise, though – only one game reviewed this issue scores below 80%, and as mentioned in the reply to an earlier letter, 64 MAGAZINE does not consider 80% to be 'average'. With cart prices coming down for Christmas, the N64 is, as you say, the only option!



TOTAL FOX-UP

Dear 64 MAGAZINE,

In issue four you urged Nintendo to call the newly named *Lylat Wars* 'Fox Force Five'... why? There are only four main characters – Fox, Peppy, Slipper and Falco. Who's the fifth? The user? I was prepared to ignore this little misprint until in issue five, in your *Starfox* guide, you told your readers that when you kill Andross's brain that, and I quote, "The Arwing will be thrown clear of Venom only to enter a space station where Fox will find his father". Wrong! He dies! What's the matter? Are you afraid of the word? I've got a Japanese version of the game and I can tell what happens, why can't you? His father disappears at the end, for Christ's sake.

Oh... and why do you insist on calling that little box of joy the 'Rumble Pak' – it's a Jolting Pak. I call it a Jolting Pak, my importer calls it a Jolting Pak, everyone I know calls it a Jolting Pak. There's only you who calls it a Rumble Pak, it sounds ridiculous.

On *Starfox* when you crash does it rumble or jolt? When you fire your gun on *Goldeneye* does it rumble or jolt? I think I've made my point. Apart from these minor discrepancies, your mag is superb. Keep up the good work.

JASON WHEATLEY, SHILDON

I was tempted to put this in Memory Card Losers, but I decided to be generous because of the praise at the end. Points! In order! Addressed! Go!

Didn't get pop culture reference alert! I guess you haven't seen *Pulp Fiction*. Anyway, there's the robot bloke in the Great Fox – doesn't he count?

Our Foxmaster, Stuart Wynne, reckons that Fox's dad doesn't die, he just disappears. So Fox finds him, then loses him again. So we're right.

As we are about the Rumble Pak. In Japan it's called the Jolt (no 'ing') Pak, but everywhere else, including Britain, it's the Rumble Pak. After issue two, Nintendo actually rang us up and told us never

to speak of it as the Jolt Pak again, and they ought to know what it's called!

NARKY MARK

Dear 64 MAGAZINE,

I would like to take this opportunity to write to you. I have read the mag since issue one, and I find it a very good read. But some things that I find annoying, as with every other N64 mag, are the review sections. I am particularly displeased with reviews of games like *Doom*, *Mortal Kombat* and *Mario Kart*. The reason? Well, all reviewers seem to review the game on its merits from other formats/releases. I for one have never owned a PC, so I have never played *Doom*. I have also never been into beat-'em-ups. So based on review scores in the mags I would not buy these games, with the exception of *Doom*. But with games like *Killer Instinct Gold* and *Mortal Kombat Trilogy* which got fairly low marks, I think twice about buying. A big mistake, because on buying *KIG* I found the game to be extremely good, probably because I had never played this kind of game before. Therefore couldn't you introduce a scoring system in two parts? Marks for the game as a game which has already been released on the SNES or other systems for gamers who already own copies of the game, plus marks based on a new 64-bit title which a lot of gamers, like me, are playing for the first time. So a game like *KIG* may get a score of 75% based on its previous releases, but it could in my opinion score as high as 92% based on a new release.

And why do most mags slag off 2-D games like *Go! Go! Troublemakers*, saying that the game is not what a 3-D machine needs? So a game like *Troublemakers* gets a low 80% score on this merit. Yet when *Yoshi's Story* (a 2-D title) gets released those same reviewers will award it around 90-97%. Not too much bias going on!

Also, why do you print cheats and solutions to games so soon after release?



YUP, SURE LOOKS LIKE THE WORDS 'RUMBLE PAK' TO ME.



MACE – DOES THE FACT THAT IT'S THE BEST N64 BEAT-'EM-UP AUTOMATICALLY MEAN IT SHOULD SCORE 90%+?

14

Couldn't you hold back a few more months. I nearly always find myself tearing the tips pages out of mags, so I am not tempted into using them.

P JARMAN, READING

Drawing an analogy, if you'd never driven a car before getting into a Lada, that would automatically make it the best car you'd ever driven. But wouldn't you still want to find out about other cars before buying?

Being insular about a console is one thing, but living in denial is another. The fact is that, certainly as far as beat-'em-ups go, the N64 is still a long way behind other formats. Awarding *Kl Gold* a 92% rating on the basis that it's the best fighting game on the N64 is madness (imagine giving *FIFA* 92% when it first came out for similar reasons) – where do you go from there when something better appears?

This leads neatly on to your other comment about *Troublemakers*. Saying an 80% score is 'low' just shows how much the whole percentage scoring system has been debased – an 'average'

percentage, which by definition should be 50%, has over the years come to mean 80%. Not here, it doesn't! Our scoring system is harder on games than any other magazine, and if you're spending £60 on a cart, you need to be certain that a good game really is a good game, and not just an 'average' 80%er.

We print tips and solutions as soon as we get them because if we wait, someone else'll do 'em first and fickle people (not like all of you, of course) will buy their tatty rag instead. Rather than ripping out pages, you could try just using a little bit of Sellotape to hold them shut until you really need them. Resist temptation, grasshopper!

No Small Talk, JUST QUESTIONS

Dear 64 MAGAZINE,

1: I've heard *Dead Or Alive* is coming to the N64, but I've seen no N64 shots. Could you please tell me, is it coming to N64 or not?

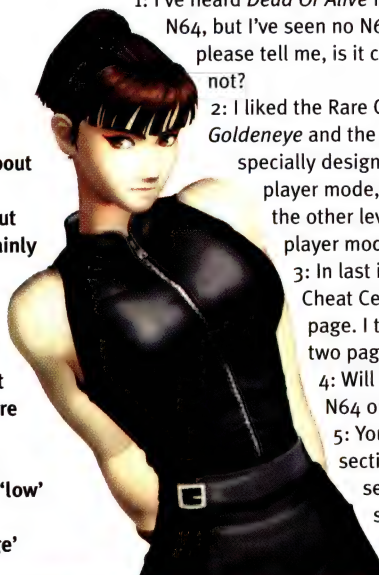
2: I liked the Rare Groove bit on *Goldeneye* and the review. There are specially designed levels in multi-player mode, but can you use the other levels from one-player mode as well?

3: In last issue (issue 5), Cheat Central only had one page. I think you should do two pages.

4: Will *Tekken 3* come to N64 or 64DD?

5: You should do a section where people send in their best scores.

6: Could you do a



poster sometime in the next couple of issues please, like *Tekken*, *Street Fighter EX* or *Dead Or Alive*.

7: I owned a US copy of *Doom* and it was far too dark, so I had to brighten the telly up. Will it be the same for the UK version?

IAN SEWELL, LIVERPOOL

1: It might be – Acclaim are negotiating with Tecmo, but nothing's been confirmed yet.

2: The multi-player levels are, for the most part, cut-down versions of the one-player levels. Once you complete certain levels in the one-player game, they become available for deathmatches as well.

3: In an ideal world, we'd have at least four pages of cheats per issue. But when there aren't enough new cheats to fill two pages, never mind four, this causes a minor problem...

4: Dunno. Namco have overcome their long-standing enmity with Nintendo to announce some N64 games, but *Tekken* isn't yet on their list.

5: We may well do that. Watch this space.

6: See above!

7: *Doom* is dark wherever it comes from. You can increase the brightness in the game itself, but even then it's still well gloomy!



You can send letters the old-fashioned way to

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All letters are read, but we're afraid we can't enter into personal correspondence. So no SAsEs, and don't get snotty if we don't reply!

BACK BY POPULAR DEMAND...

MEMORY CARD LOSERS!

Like shooting fish in a barrel! Memory Card Losers turned out to be a popular item when we introduced it in issue 5, so from now on wastes of a good stamp will be given the full treatment on a regular basis. All letters are printed verbatim for extra comedy effect. Send us a lousy letter and win absolutely nothing!

Dear N64 Magazine,
Please can I have a memory card, I've enclosed a fiver, "mum's the word".

KRISTOFFER THORJORNSEN, KIRKCALDY

Point one – there was no money, which is sort of a prerequisite for bribery. Point two – you sent your letter to the wrong magazine. Duh!

Dear 64 MAGAZINE I am writing to tell you that I love your magazine and I am congratulating on your great prestiontashon.

Although you never put in any proper solutions in because your to busy saying "this games rubbish" to every game you play (so that's where quarter page reviews come from).

Lets see which magazines has a lousy solution two magazine's that survived a decent solution. So what I am trying to say is try a little harder and if this doesn't get star letter I will personally wreck your house with a large wrecking ball.

VILLE BAILLIE, RICKMANSWORTH

What the bloody hell are you on about? Speak English!

Dear 64 MAGAZINE,
I am writing this letter to give you information which will boost your lead of first place even further (magazine sales) in front. What I want to say is about your cover, if you look back at issue 2, your magazine among three others had the exact same thing on the cover, which was *Starfox 64*. However

one clever magazine had a different cover which was *64 Extreme*, they had used their brain because more people would go for a magazine which was different. I know I wouldn't buy four magazines with the same thing on front. So in future I think you should put something that you think would be different. For example: if there was news about a new game coming out don't put that game on the cover because it would be on all the magazines. Just be more original in future.

SIMRAN BEDI, SOUTHALL

PS: A similar letter has been posted to the three other mags who made the same mistake.

Ooh, ooh, we bow to your superior knowledge of magazine publishing, Simran. Instead of *Starfox*, obviously we should have put *NBA Hangtime* or *Doraemon* on the cover of issue two so that we'd be different, and stand out on the shelves, and not sell a single copy. Big games sell mags, I'm afraid...

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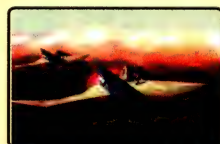
Killer Instinct Gold



Blast Corps



Super Mario 64



Starfox 64 (Lylat Wars)



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Doom 64



Multi-Racing Champ



Pilot Wings



Hexen



Goldeneye



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64SIGHT

Our REGULAR look ahead to the GAMES everyone's WAITING for!

18



ZELDA⁶⁴

NINTENDO • SPRING 1998

THE LATEST BATCH OF SHOTS FROM *Zelda 64* are in, and they're showing a game that's looking so frighteningly impressive that you can't help but think it'll never be able to live up to it. Surely *Zelda 64* can't be that good? Don't bet on it!

For the first time, Link can be seen riding his horse, as well as athletically dismounting it. It's a good job that he's got the services of the old nag, as the latest reports from Japan claim that the game map is so large, it would take a full day – that's a real life, 24 hour day! – to get across it on foot.

There are also days within the game itself, the sun rising and setting as play progresses. Areas which were safe in daylight spawn new dangers once the sun dips below the horizon, and it is rumoured that different days will also bring different weather conditions!

Speaking of the horizon, it may just be an optical illusion, but take a closer look at some of the shots of Link on his horse. The horizon is clearly curved, just like the real world! Cool side-effect of depth cueing, or simulation of genuine physics?





The game world itself continues to expand. As well as the towns, woods and fields already seen in past issues, imposing mountain ranges have also put in an appearance. Will Link have to slog his way across the peaks, or is there a shortcut below the ground? We won't have to wait much longer to find out!

The biggest new feature in *Zelda 64* (which, by the way, is looking increasingly unlikely to be called that – expect a *Link's Awakening*-style

moniker on the final game) can also be seen in the new shots – Link himself, or rather a younger version of him! This super-deformed sword-slinger is the result of the elder Link visiting a place called the 'Tower of Time', which allows him to travel between his own childhood and the present day in the course of defeating the evil Gannon.

Other snippets that have slipped out about *Zelda 64* since we last reported on it include the news that the Rumble Pak will be used in an imaginative way – although it will be possible to play the game without it, Rumble Pak users will get advance warning of the approach of certain large enemies by feeling the pounding of their footsteps! Some more of Link's items can also be seen here, including bombs, a hammer and

his magical ocarina (a sort of combination flute-bagpipey thing, which now also has time travelling uses). Certain weapons (like the bow and arrow) can only be used by one age of Link. An amusing touch comes with the boomerang – if it misses its target, it comes back to Link as might be expected, but if he doesn't catch it, it'll hurt! Some shots here have 'widescreen' borders – it looks like these are there to showcase cinematic cutscenes, which give the player a breather while the story is advanced.

Zelda 64 will be on show at the Nintendo World show in Japan at the end of November, and we're planning on being there to play it – we'll keep you posted on what looks like it'll be the N64's most awesome game to date!





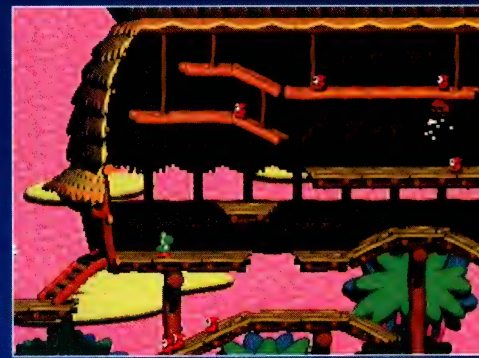
YOSHI'S STORY



**NINTENDO •
DECEMBER 12 (JAPAN)**

AFTER MONTHS OF POSTPONEMENTS and evasiveness, Nintendo have at last set a release date for *Yoshi's Story* – the biggest sidekick in showbiz since Hank from *The Larry Sanders Show* will have his N64 debut in Japan on December 12, and we'll be reviewing his latest adventure as soon as we can get our hands on it!

As well as treating you to the shots we had last month but didn't have the room to squeeze into the news, we've also had a completely new set of screenshots direct from Nintendo themselves, which show off the





game's map and intro screens. The map takes the form of a pop-up storybook (hence the name), and there are apparently 24 stages spread over six very different worlds. This might not sound like many, but considering the amount of stuff that's already been crammed in there, we don't think there'll be anything to worry about!

It now seems that Mario, who in baby form was a constant companion for the numerous Yoshis in the original Super NES game, will not be putting in a showing in *Yoshi's Story*. Considering what a complete pain it was having to look after the little git, we're all in favour of this new development!

New touches in the latest shots include an armada of flying Shy Guys (getting ready to bomb Yoshi from their bamboo helicopters with watermelons and bananas, by the look of things!), a world that looks uncannily like the set of *The Magic Roundabout* and a house made out of a giant pepper grinder! No doubt things will get even stranger in the final game. We can't wait!



F-ZERO 64

NINTENDO • SPRING 1998

ANOTHER BATCH OF SPANKING NEW screenshots wend their way direct from Kyoto, Japan, into our hungry hands! Compared to *Extreme G*, reviewed this issue, *F-Zero 64* still seems very sparse, but there's a reason for that.

Nintendo have taken the daring step, in these days of graphical overload and intense detail, to sacrifice the eye candy in order to keep the frame rate of the game as high as possible. The higher the frame

rate (*F-Zero 64* will, on NTSC machines, run at 60 frames per second, which is as fast as a TV can display the action!), the more precise the control, and the more a skilful player can get out of the game.

Even effects which N64 gamers have come to take for granted have either been downgraded or removed altogether – although the tracks have anti-aliasing (the 'blurring' effect that smooths out the graphics), the antigrav sleds themselves do not, and even the relatively simple Gouraud shading effect seen on practically every other N64 game has been taken out! This can be seen in the close-ups of the sleds here – each panel of the vehicle is a flat block of colour, without any lighting effects. The end result is a game that, in some ways, looks like something from an Amiga or even a Super FX-enhanced game from

the SNES – only much, much faster and smoother!

If Nintendo can work out a way to put back the graphical enhancements and keep the speed at its current head-spinning levels, then expect them to appear in the final version, but don't hold your breath. The original *F-Zero* on the Super NES was a game for hardcore racers, where the emphasis was on precision and control rather than flashy effects, and its pseudo-sequel seems to be heading the same way.

With a huge field of competitors – all of whom can be seen on the track at once, unlike most games where the other racers are well spaced out – and tracks designed to test your reactions to the limit, *F-Zero 64* is going to be competing head-on with *Extreme G* for the speed freaks' dosh. Who'll win? Find out soon!



REV LIMIT

SETA • SPRING 1998

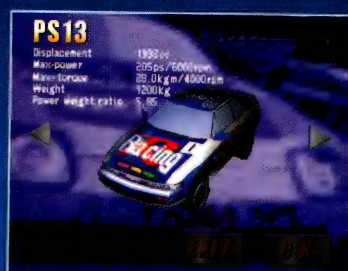
WE HAVEN'T DONE MUCH ON THIS oft-delayed game since our very first issue, mainly because producers Seta haven't released much information on it! More details have appeared recently, though; *Rev Limit* will feature a championship game where winning races earns you money, which can be used to upgrade your car, or even buy something much faster!

Like *Top Gear Rally*, reviewed this issue, the tracks have variable weather conditions, and the emphasis in *Rev Limit* seems very much to be on realism. The cars will behave realistically under heavy braking and acceleration, and also suffer appropriate damage when they crash. Unlike *Top Gear Rally*, it looks like you'll be able to write off your car if you slam it into a tree!

You can see from the screenshots that *Rev Limit* is more of a full-on racer than the rally-oriented *TGR*, the cars blasting around a variety of circuits. At the moment, Seta are still working to make the game as fast as possible – *Top Gear Rally* showed that the N64 can easily handle detail and speed, so hopefully there shouldn't be anything to worry about on that score.

It's still uncertain who will be releasing *Rev Limit* in the UK or America – there have been rumours that Nintendo will licence the game in the West, much as they did with *Bomberman* and *Go! Go! Troublemakers*, but nothing has been confirmed. We'll be keeping our eyes on the road for more news as it happens!





SNOBO KIDS

ATLUS • DECEMBER

MAGNIFYING GLASSES AHOY! THESE tiny pictures are our first look at Japanese title *Snowbo* (or *Snowbow*, nobody seems quite sure of the correct spelling) *Kids*, the first of three snowboarding games that will be catching some air on the N64 over the next few months.

Snowbo Kids is more comedic than Imagineer's *Snowspeeder 64* or Kemco's *Twisted Edge* Snowboarding, with colourful super-



deformed characters and plenty of bizarre stunts to perform. We'll have a closer look (literally) at *Snowbo Kids* soon!





ART OF FIGHTING TWIN

CULTURE BRAIN • DECEMBER

THIS BEAT-'EM-UP HAS A LOT OF potential – it's the first 3-D incarnation of the popular (in Japan, at least) and long-running *Art Of Fighting* series from the Neo-Geo console. *Art Of Fighting* is considered by many beat-'em-up aficionados as a very close

second (or better, by some) to the *Street Fighter* series, and considering the paucity of good fighters on the N64 to date, even a close second is a massive improvement!

The most unusual thing about *Art Of Fighting Twin* is that there are two versions of each character (hence the

'twin' bit). There are the normal, mean and moody, fighter versions, all of whom look very distinctively Japanese in design, and then there are the super-deformed versions with little bodies and huge heads!

While the normal versions take combat very seriously, their super-deformed counterparts have an

altogether lighter approach to fighting, with plenty of bizarre moves to inflict upon their enemies. Normal characters can even take on super-deformed fighters for a truly weird experience!

Art Of Fighting Twin is due out in Japan towards the end of this year – as yet nobody in the West has signed it up, but if it plays like the Neo-Geo games, then this probably won't be too long in happening.

CHAMELEON TWIST

JAPAN SYSTEM SUPPLY/
OCEAN • DECEMBER

IT SEEMS THAT OCEAN HAVE SNAPPED UP THE UK rights to this bizarre platform game, where good control of your tongue is vital to succeed. Davey the chameleon's amazing prehensile organ lets him grab enemies, climb walls, vault over gaps and even do a 'tonguestand'!

There is also a four-player game, where a quartet of chameleons battle it out with their tongues until only one saliva-drenched reptile is left standing. For the full gross experience, the game is Rumble Pak compatible! Here are a few shots of the game – more soon!



NAGANO WINTER OLYMPICS '98

KONAMI • DECEMBER

WE'VE STRAPPED ON OUR SKI-BOOTS and schuffed our way to the lodge to get a few more shots from Konami's very promising winter sports sim. With the Games themselves now only a few months away, expect snow fever to build up fast!



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More plug-in **THINGS** come our way in time for **CHRISTMAS** – hopefully there aren't any **TURKEYS**!

Trident Pro Pad

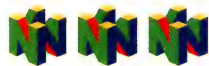
£24.99 • LOGIC 3 • (0181) 900 0024

THE TRIDENT'S MEDALLION-WEARING BIGGER BROTHER, THE TRIDENT PRO IS identical apart from the addition of the usual programmable autofire and slo-mo functions. Slo-mo, in this case, is nothing more than a rapid-fire pause function, rather limiting its usefulness.

The Trident Pro also offers a spectacularly useless gimmick – a little light that comes on to tell you that you have a memory card inserted. I usually find that the basic senses like sight and touch do just as good a job of this, but no doubt people fascinated by traffic lights will be impressed.

This aside, the Trident Pro feels the same as its cheaper sibling, with a similarly gangly analogue stick and slightly spongy C buttons. Why can't somebody make an N64 controller that has C buttons designed for people with thumbs more than one micron wide?

64 MAGAZINE RATING:



1Mb Memory Card

£12.99 • LOGIC 3 • (0181) 900 0024

A fatter version of Logic 3's 256K card, this uses four switchable 256K banks, selected by a small button on the back. One problem, though – there's no way to tell which bank you're using. Doh! Good value, though.

64 MAGAZINE RATING:



GIZ GAD

Action Replay

£49.99 • DATEL • (01785) 810800

DATEL HAVE A HISTORY OF MAKING PLUG-IN CHEAT carts going way, way back to the days of the Commodore 64 (before some of our readers were even born!), and the new Action Replay cartridge for the N64 is their latest piece of inspired gadgetry. Like its predecessors on the Super NES, the Action Replay uses techno-boffinry to interfere with the data passing from a cartridge to the N64 in order to create special effects, from basic stuff like infinite lives to bizarre-o-scope weirdness like turning a game's main character invisible!

Unlike the older Replays, the N64 version no longer allows users to find their own codes with a 'trainer' mode. The basic cart comes with a

number of cheats pre-installed (currently *FIFA 64*, *Mortal Kombat Trilogy*, *Pilotwings*, *Shadows Of The Empire*, *Mario 64*, *Turok* and *Wave Race*), and new codes provided by Datel themselves can also be entered and stored in the cart's memory.

(We'll be featuring Datel's latest codes in Cheat Central from the next issue of 64 MAGAZINE.)

If entering codes manually isn't your thing, the Action Replay also has a slot in its back for smart cards, which will automatically dump lists of new codes into the AR.

The set of pre-programmed cheats all work – most of them are basic infinite lives/time/ammo codes, though the 'limbo Mario' code is good for a laugh! Whether you need the Action Replay or not depends on whether you approve of cheating, though judging from the number of people who write in every month demanding "more cheats!" that's probably most of you!

64 MAGAZINE RATING:



256K Memory Card

**£6.99 • LOGIC 3 •
(0181) 900 0024**

Yes, you read the price right – this is (currently) the cheapest memory card on the market, at just half the price of Nintendo's own Controller Pak. You can't go wrong with this one!

64 MAGAZINE RATING:

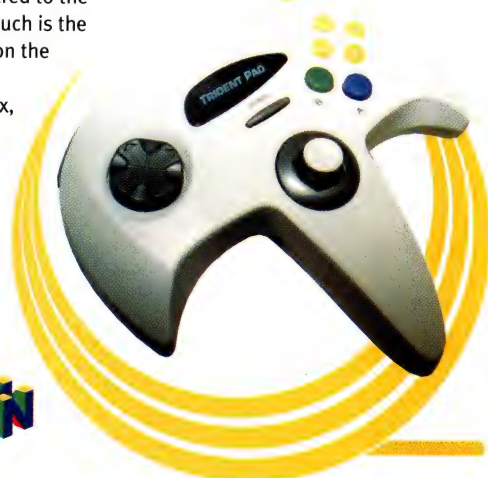


Trident Pad

£19.99 • LOGIC 3 • (0181) 900 0024

LOOKING MORE LIKE SOMETHING A KLINGON WOULD STAB YOU WITH THAN A normal Nintendo pad, the inaptly-named Trident (two of the spikes are missing thanks to the Big N's freely-flying wits) occupies the budget end of the controller spectrum. Offering absolutely no frills whatsoever, the unusually sharp-edged Trident offers no advantages over Nintendo's own controllers apart from price. The controller feels pretty robust thanks to a metal (as opposed to plastic) shaft in the analogue stick, though it has rather a long throw compared to the Nintendo unit. One nice touch is the shape of the 'mushroom' on the analogue stick, which is concave rather than convex, slightly reducing the danger of slippage from a heavily sweating thumb. If you're after an extra controller that isn't going to Hoover out your wallet, this might be the one for you.

64 MAGAZINE RATING: 4 NS



MOS AND GETS

Top Gear Steering Wheel

£69.99 • LOGIC 3 • (0181) 900 0024

STEERING WHEELS SEEM TO BE THE IN THING AT THE MOMENT – THE TOP GEAR IS the third we've seen. Like Fire's VRF1, reviewed last month, the Top Gear is a multi-format gadget, which can be used with a PlayStation, Saturn or N64.

This multiple personality does mean that a certain amount of reprogramming will be needed before a session, as the N64 again ends up with inconveniently-preset buttons. Fortunately, configuring buttons only takes a couple of seconds – hold Select, press the button you want to use, then press the one that is currently assigned. Done!

The actual wheel is nicely responsive, though it can take a little getting used to when you switch between games – it worked perfectly for *Mario Kart* and *Diddy Kong Racing*, but proved somewhat twitchy on *Top Gear Rally* (though, to be fair, *TGR* was just as hard to control whichever wheel we tried it with). The 'dead spot' caused by the self-centring mechanism isn't as large as on some other wheels, but the looseness of the wheel itself leads to unavoidable sawing when things get frisky.

One annoyance is the inability to transfer the up/down analogue functions (initially assigned to the pedals) anywhere else – if you want to use the pedals for accelerate and brake, you lose the up/down movements! Some games let you use the d-pad instead (for example, to select menu options), but *Diddy Kong Racing* doesn't – so if you use the pedals for acceleration, you can't change your vehicle!

This lack of flexibility lets the Top Gear down, but it's still a good wheel. You can find out how good for yourself by entering the competition on page 26 – Logic 3 have eight of the huge-suckered gizmos to give away!

64 MAGAZINE RATING:





Competition

Win one of eight Top Gear steering wheels!

28

YOU KNOW THE STORY. YOU'RE CANING IT DOWN a twisty road at high speed, the competition hot on your tail, music blasting. Eighty, ninety, the wind's in your hair. Here comes a bend – who cares? Everything's perfect. Except... where the steering wheel should be, you have a little plastic mushroom. Doh! Disbelief is unsuspended as you realise you're not really driving a car at all, but are sitting at home in front of the telly with your N64.

Well, now's your chance to enter an unstoppable world of fantasy and get that full-on driving experience right in your own home, without having to nick someone's Cosworth and go doughnutting around a car park until the tyres pop. Logic 3 have eight of their Top Gear steering wheels to give away to lucky readers of 64 MAGAZINE!

We've reviewed the Top Gear just a page or so back in this very issue, and are pleased to report that it's a nice piece of kit. It even comes with its own padded steering wheel cover, if you want to recreate that authentic *Professionals* Ford Capri feel! To win one of the eight Top Gears that Logic 3 are dishing out, all you have to do is answer this set of simple car-related questions!

THE WHEEL THING!



**1: WHAT KIND OF CAR DID THE
DUKES OF HAZZARD DRIVE?**

- A: Dodge Charger
- B: Daihatsu Move
- C: Morris Marina

**2: WHAT TV PROGRAMME SHARES
A NAME WITH LOGIC 3'S
STEERING WHEEL?**

- A: *Top Gear*
- B: *Frasier*
- C: *Two Fat Ladies*

**3: WHICH PART OF A CAR DO YOU
USE TO STEER?**

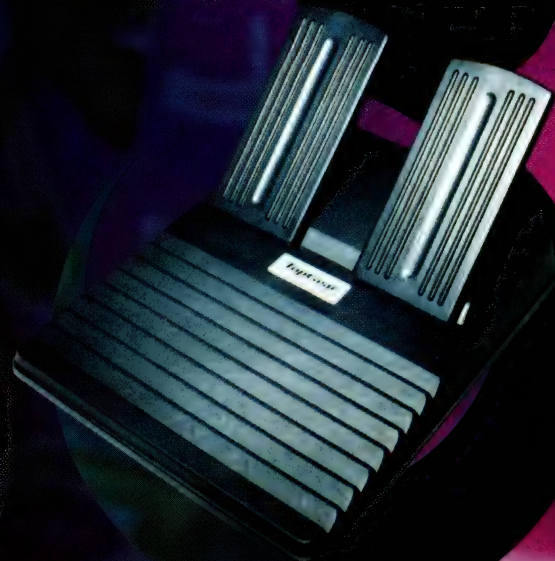
- A: Wheel
- B: Cigarette lighter
- C: Dipstick

**THAT WASN'T TOO HARD, WAS IT? SEND
YOUR ANSWERS TO:**

TOP GEAR COMPO
64 MAGAZINE
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH BH1 2JS

to arrive before December 4. The first eight correct answers drawn from the box by the filing cabinet will each receive a Top Gear steering wheel!

**IF YOU DON'T WIN, YOU CAN STILL GET HOLD OF A
TOP GEAR THE NORMAL WAY THROUGH LOGIC 3
THEMSELVES, AND ARRANGING FOR THE TRANSFER
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(0181) 900 0024!**



64 magazine REVIEWS

MONSTER PORTIONS THIS ISSUE, AS NO FEWER THAN EIGHT GAMES COME CRASHING IN AT ONCE! AND NOT A DUFFER AMONG THEM – IN FACT, WE’VE GOT THREE SIZZLERS AND ONE GOLD MEDAL TO AWARD BETWEEN THE OCTET! READ ON TO DISCOVER WHO GETS WHAT...

30 DIDDY KONG RACING

Everybody get ready to go ape with Rare’s chunky new racer!



38 DUKE NUKEM 64

Can an old-style sprite-based shooter still cut the throat after *Goldeneye*?



44 EXTREME G

Chemical substances not required for this particular dose of speed!



48 MISCHIEF MAKERS

Now that it’s in English, does *Go! Go! Troublemakers* make any more sense?

52 NFL QUARTERBACK CLUB ’98

Bad luck with the commentator (see Showcase), but nicely done with the graphics!

54 BAKU BOMBERMAN

Bomberman pumps himself up and enters the third dimension – but is the game a bomb?



58 TOP GEAR RALLY

Forget *Multi Racing Championship* – skidding around in a Porsche is the only way to race!



62 MACE: THE DARK AGE

Men with big swords and women with big cleavages – it’s another new beat-’em-up!

The Awards

What does the overall score mean? Unlike many magazines, where an ‘average’ game can still achieve 80%, 64 MAGAZINE is stricter in awarding scores. Here’s how we rate things:

95%+

Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be very selective about who gets these...

90%-94%

While not quite an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

80%-89%

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game’s genre.

60%-79%

Approaching Planet Dubious: games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

40%-59%

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think very carefully before buying.

20%-39%

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

BELOW 20%

We can only hope that nothing this dire is ever released. If anything scores below 20%, it’ll be a black day for N64 gaming!

The Ratings

Dog’s bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.



COULD THIS CATEGORY BE ANY BETTER?



VERY GOOD, BUT NOT PERFECT.



DOES THE JOB, BUT NOTHING SPECIAL.



DEFINITELY BELOW PAR. WATCH OUT.



ABSOLUTELY PATHETIC!

Ninfo



128 M.



Publisher:
Developer:

Nintendo
Rare

Game Type:
Origin:

Adventure, Racer
UK

Release Date
Price:

December 1
£49.99!

DIDDY KONG RACING

30



Time to **MAKE** a **MONKEY** of yourself!



ONE OF THE VITAL SILVER COINS IS ABOUT TO DISAPPEAR UNDER TIPTUP'S WHEELS.

IT MUST BE A REAL PROBLEM being Nintendo at times. What do you do when the quality of the games you release is so high that they're effectively competing with each other?

I only bring this up because *Diddy Kong Racing* all but makes two of

Nintendo's own games obsolete. Goodbye, *Wave Race*. Sayonara, *Mario Kart*. The latest game from British coders Rare, producers of the awesome *Goldeneye*, not only offers road and water-based racing, but throws in aerial antics and *Mario*-style adventure aspects just for additional kicks.



GLOWERING OVER EVERYTHING IS THIS MONSTROUS BUST OF WIZPIG. COLLECTING ALL FOUR AMULET PIECES WILL BRING IT TO LIFE SO YOU CAN TAKE ON THE EVIL ROUND BOY HIMSELF.



THE BATTLE TRACKS HAVE TO BE UNLOCKED BY FINDING KEYS HIDDEN IN THE RACES. DINO DOMAIN'S KEY IS EASY TO FIND – THE OTHERS AREN'T!



Chimps And Chumps

THERE ARE EIGHT DIFFERENT RACERS TO CHOOSE FROM IN *DIDDY KONG RACING*. WOULD YOU FEEL SAFE BEING DRIVEN AROUND BY THIS LOT?

So, what's the crack? What makes *Diddy Kong Racing* (or *DKR* to its friends) so much better than the aforementioned not-bad-at-all duo? It certainly looks at first glance like a typical Nintendo game – lots of bright colours, cutesy touches and sugar-sweet characters that diabetics ought to be wary of approaching too closely. Even when you start playing it, it doesn't at first seem to offer anything much over *Mario Kart 64* – apart from the adventure side of things, which we'll come to in a moment, if you're

familiar with *Mario Kart* you'll be able to get straight into *DKR*. A couple of tries and you'll take the chequered flag with no problems. It's even got the extreme easiness of *Mario Kart*, right?

Ha! Wrong, sucker! Beneath the day-glo grass and cuddly-wuddly wittle characters beats the brutal, steroid-pumped heart of a sadistic beast who eats raw liver and stamps on puppies for laughs. It'll drop your preconceptions into a blender, run a chainsaw through your complacency and leave you a sweating, twitching wreck muttering darkly about coins while its jingles rattle around without remorse in your brain. I liked it. A lot.

CHIMPING AROUND

But back to the side of things that Nintendo want to present. The vividly-coloured world of Diddy Kong and friends has been invaded by the evil extraterrestrial Wizpig (can just one



YEAH! HOMING MISSILES RULE! EAT THIS, YOU SCUMBAG!

Memory Options



MEMORY:
THREE GAME SAVES
CONTROLLER PAK:
ADDITIONAL GAME SAVES, PLUS GHOST AND TIME TRIAL DATA

person invade somewhere?), who has made his mark by kicking the locals out of their homes and generally causing trouble. Diddy and the rest of the gang decide to send Crackling Boy back whence he came by, erm, driving around in little cars. If only the problems of the real world could be solved by putting Clinton, Yeltsin, Saddam Hussein and the rest in go-karts, eh?

At the start of the game, you appear in a large central area patrolled by friendly elephant genie Taj. As well as waterfalls, butterflies and squashable frogs that make an amusing noise when you run them



PICKING UP BANANAS INCREASES YOUR TOP SPEED, AS WELL AS PROVIDING VALUABLE POTASSIUM.



EVERY RACE VICTORY IS REWARDED WITH ONE OF TAJ'S GOLDEN BALLOONS, WHICH GRANT YOU ACCESS TO NEW TRACKS.

\$64,000 Question

- EXCELLENT CONTROL OF VEHICLES
- PLENTY OF TRACKS
- MASSES OF SECRETS
- HIGH LEVEL OF CHALLENGE
- MUSIC CHANGES TO MATCH ACTION
- SURPRISINGLY HARD IN PLACES

Boss: Dragon

Boss: Wizpig

32

KEEP TRACK OF YOUR
CHAMPIONSHIP RACES ON
THE TROPHY BOARD.

ACCESS TO DRAGON FOREST
IS CUNNINGLY HIDDEN
BEHIND A WATERFALL.

Come To
My Island

THIS CENTRAL AREA LEADS TO ALL
THE TRACKS IN *DIDDY KONG
RACING* – LET US SHOW YOU SOME
OF ITS FEATURES!

THE LIGHTHOUSE SERVES NO
APPARENT FUNCTION – UNTIL
YOU COMPLETE THE GAME...

Boss: Octopus

THIS LITTLE OUTCROP HOUSES THE ENTRANCE TO THE
TROPICAL PARADISE THAT IS SHERBERT ISLAND.



Diddy Karts Racing

Boss: Triceratops



WIZPIG'S MUG GLARES OUT OVER THE CENTRAL AREA. TO CHALLENGE HIM, YOU HAVE TO OPEN HIS MOUTH AND FLY DOWN HIS THROAT!



THE ENTRANCE TO DINO DOMAIN, THE FIRST SET OF TRACKS, IS AT THE TOP OF THE BRIDGE.



A PASSAGE RUNS BEHIND THESE TWO WATERFALLS, GIVING AN ALTERNATE ENTRANCE TO THE SNOWY AREA.



TO GET INTO SNOWFLAKE VALLEY, YOU NEED DA PLANE, BOSS, DA PLANE!

Boss: Walrus



Genie: Taj



TAJ THE GENIE CAN BE FOUND BUMBLING AROUND AIMLESSLY ON THIS GRASSY PATCH.

99 Red Balloons

SO SANG NINA, PROBABLY GERMAN'S ONLY INTERNATIONAL POP 'SUCCESS', WAY BACK WHEN PEOPLE WERE WORRIED ABOUT NUCLEAR WAR AND WOMEN WITH HAIRY ARMPITS WERE CONSIDERED SOCIALLY ACCEPTABLE. TIMES HAVE CHANGED, HOWEVER – YOU'RE NO LONGER LIMITED TO JUST THE ONE COLOUR, AND THERE'S MORE IN THE MODERN LATEX BAG THAN HELIUM!

RED

THE COLOUR OF DANGER, WHICH ISN'T SURPRISING WHEN YOU REALISE THERE'S A MISSILE INSIDE.



BLUE

INSTEAD OF HELIUM, THESE HAVE SOME NITROUS OXIDE TO GIVE YOUR ENGINE A TURBO BOOST!



GREEN

THE COLOUR USUALLY MEANS 'GO', BUT IN *DKR* IT MEANS 'STOP'! DROP OBSTACLES IN YOUR WAKE WITH THESE FELLAS.



YELLOW

THE TRADITIONAL HUE OF COWARDICE, THIS BALLOON LETS YOU TREMBLE BEHIND AN IMPENETRABLE SHIELD!



RAINBOW

AND NOT A SIGN OF ZIPPY, BUT INSTEAD SEVERAL MAGNETS WHICH HAUL YOU CLOSER TO YOUR OPPONENTS!



ONCE YOU'VE BEATEN A WORLD, YOU CAN RACE THE TRACKS IN DIFFERENT VEHICLES.



COO-COO-KA-JOO! THE BOSS OF SNOWFLAKE VALLEY IS THIS SUPERBLY CHARACTERISED WALRUS.



IT DOESN'T MATTER HOW EVIL SOMETHING IS, BIG EYES MAKE IT LOVEABLE!



THIS OCTOPUS IS THE BOSS OF SHERBERT ISLAND. THE WORDS "BASTARD" AND "CHEATING" WILL SPRING TO MIND WHILE YOU'RE RACING HIM!

battlegrounds for the 'silver coin challenge', where as well as racing against and beating seven skilled and callous opponents, you also have to collect eight silver coins that have been scattered around the track. Some of them are easy to reach. Most, you probably won't be surprised to learn, are not.

APE'S HIT!

It's at this point when any snide comparisons with the overly-easy *Mario Kart* start to look positively embarrassing, never mind unjustified.

Once you've finally managed to complete all four silver coin challenges in a world, you face the boss again for another race. This time, cheating reaches new heights, not that the bosses are models of probity to begin with! Victory is finally rewarded with a quarter of a magical amulet that turns part of the huge Wizzpig statue in the central arena to flesh (eeurgh), and at that point you start looking for the heart pills, because you've still got another three of the bloody things to get hold of...

Everything about *Diddy Kong Racing*

over (they pop back up after a few seconds, animal lovers), there are entrances to four 'worlds' – Dino Domain, Snowflake Mountain, Sherbert Valley and Dragon Forest. To start with, only the first of these is accessible – you need to collect a certain number of golden balloons to enter, the first of which is conveniently located by the door. Each world has four tracks, plus a battle game and a boss challenge which are both initially locked.

Victory in each race gains you another balloon, and once you've beaten all the tracks in a world, you are taken to the boss's arena and challenged to a race. Beat the boss and you've beaten that world, right?

Ha! Wrong again! Beating a boss for the first time – not an easy task in itself – merely opens up a new challenge. The tracks that you've previously beaten now become the

Grabbing all eight coins and winning the race is the kind of task that leaves you with chest pains and tormented tendons ripping through your knuckles like steel springs. Each of the three vehicles in the game – kart, hovercraft and plane – has very different handling characteristics, but you'll need to master all of them to have any hope of getting through the game.

Eventually, you will manage to collect all four amulet pieces, at which point you can fly your little plane down the gullet of the giant porker statue and challenge Wizzpig himself to a duel. Beat him – and if you thought the other bosses were tricky sods, they look like Martin Lewis in comparison to Pork Boy – and the game is over. Or is it?



RING A BELL IN THE CASTLE AND YOU CAN RAISE THE DRAWBRIDGE, FORCING PEOPLE BEHIND YOU TO FALL INTO THE MOAT!



HOPEFULLY THOSE CLOUDS AT WIZZPIG'S FEET ARE DUST AND NOT METHANE BY-PRODUCTS...

Diddy Kong Racing



DIDDY'S WORST NIGHTMARE CAME TRUE – HE WAS IN A PANTO WITH BRIAN BLESSED.



IT'S A BATTLE OF THE RODENT VERMIN AS CONKER PURSUES PIPSY!

Of course it's not! Various parts of the central arena which previously seemed to serve no purpose now reveal themselves – there's more to that lighthouse than meets the eye, for a start. Second time around, you have an extra set of tracks to conquer on Wizpig's home turf, new bosses, new battle tracks, secret characters to uncover (like Foghorn Leghorn lookalike Drumstick)... and there's still more to find after that!

MAKING A TT OF HIMSELF

As well as the 'straightforward' adventure game, there are other things to do in *DKR*. Wandering around the central area of each world is TT, an animated stopwatch (fine, uh-huh) who can be used to play the Time Trial part of the game, and also save ghost data out to a Controller Pak. TT also has his own quartered amulet and challenge to uncover...

is perfect...

The battle tracks – each world contains one – are opened by finding

a key hidden somewhere in each world. Dino Domain's key is easy enough to locate, on a ramp near the start of the very first track, but the others are tucked away in more hard-to-reach places. Luckily, you only have to get the key to unlock the battle tracks – you don't have to go miles out of your way, uncover a tiny cubbyhole in the foot of a cliff out at sea and then win the race! Unlike *Mario Kart*, the battle games are not all just simple chase-'n'-shoot tomfoolery, one of them requiring you to hatch dinosaur eggs by bringing them to a nest (though with four players and only three eggs at a time, thievery and brutal assaults are a given), and another involving the collection of valuable bananas – hey, the hero is the game is a monkey, after all!

Although all of the battle tracks can be played by up to four people once they've been unlocked in the adventure, even as a solo game they're still as playable as the normal racetracks because the opposition have been granted a reasonable amount of intelligence. The computer-controlled players in *DKR* might not be up to *Extreme G's* levels of calculated



THIS BATTLE GAME IS ALL ABOUT HATCHING DINOSAUR EGGS BY TAKING THEM BACK TO YOUR NEST – BUT WHEN ALL THE OTHER PLAYERS ARE TRYING TO STEAL THEM, IT GETS HARDER THAN IT SOUNDS!

nastiness, but they're not far behind, and they're definitely several orders of brainpower higher than *Mario Kart's* magically accelerating dullards!

When every task in a world has been completed, yet another option opens up – the Trophy Race. Each world has a room containing a trophy cabinet; drive into this and you get to take part in a Mario Kart-style championship game, playing for points. Winning the championships fills your trophy cabinets with more shiny things than Michael Schumacher's dining room!

MARIO KART, SCHMARIO KART

Everything about *Diddy Kong Racing* is perfect. The vehicle controls are easy to get to grips with, but also allow more experienced players to

pull off trick moves for maximum effect. The graphics may be cartoony, but they're incredibly detailed and without a hint of slowdown. Even the music fits, with chirpy tunes that are almost but not quite recognisable as familiar songs, which change tempo as the race progresses and alter subtly depending which character you're playing!

The weird thing about *Diddy Kong Racing* is that many people will be in danger of seeing nothing more than another cute, easy, kiddie Nintendo title, and won't realise that beneath the saccharine exterior is a superbly playable and genuinely challenging game. A case in point comes from various 64 MAGAZINE contributors, who on hearing that *DKR* had arrived all piled round the TV, watched for a few minutes, then wandered off muttering



ALL FOUR AMULET PIECES HAVE BEEN FOUND, AND A QUICK FLIGHT INTO THE STATUE'S GOB WILL BRING YOU TO THE FINAL CHALLENGE – RACING WIZPIG HIMSELF!



THE TUNNELS OF EVERFROST PEAK HAVE LIGHTING EFFECTS THAT PUT BLACKPOOL ILLUMINATIONS TO SHAME – AND NO EDDIE STOBARD TRAFFIC CONES!



PLENTY OF CHOICE FOR BALLOONOPHILES IN WHALE BAY. I'D GO THERE FOR MY HOLIDAYS, EXCEPT THE PLACE IS CRAWLING WITH ANIMALS IN HOVERCRAFT.

things like "It's just Mario Kart again", "Very easy, isn't it?" and "Crap!". Funnily enough, these same people were trying to elbow each other aside and grab controllers once more of the game had been opened up and the battle tracks had been made available...

Conker's Quest just being *Mario* clones is rapidly evaporating... While *DKR* is superficially similar to *Mario Kart 64*, just as *Goldeneye* could be said to be similar to *Turok*, it's just so far ahead in terms of gameplay, design and challenge that it becomes increasingly hard to compare the two.

Beneath the saccharine exterior is a superbly playable and challenging game

Diddy Kong Racing marks three stormers on the trot from Rare; *Blast Corps*, *Goldeneye* and now this. Any cynicism I had about *Banjo-Kazooie* and

Nintendo's N64 titles are getting harder and harder to find fault with, and *Diddy Kong Racing* confirms the



YOU WANT TO WATCH YOURSELF, MATE. TT IS THE MAN, ER, CLOCK TO TALK TO IF YOU WANT TO TEST YOURSELF IN A TIME TRIAL.



KRUNCH TAKES ONE FROM BEHIND (HYAK!) IN THE TWO-PLAYER BATTLE GAME.



HITTING A AS THE WORDS 'GET READY' FADE OUT GIVES YOU A TURBO START.

company's position as the producer of the best videogames in the world. Sony might have sold more machines, but as their rival's games increase in quality and quantity, it looks certain that 1998 will be the year Nintendo take control again – and a lot of that is down to a company out in the boonies of Warwickshire. After Britpop, Britprog!

The only question now is which of Nintendo's games will be number one at Christmas? *Lylat Wars*? *Goldeneye*?

Diddy Kong Racing? They're going to be competing with each other again!

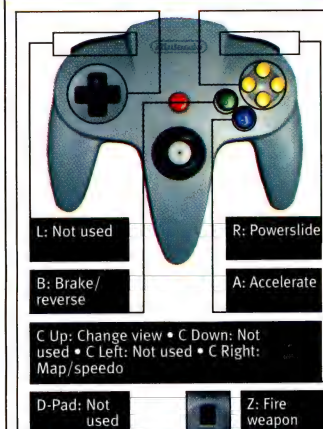
2nd opinion
THIS GAME IS ABOUT AS MUCH FUN AS YOU CAN HAVE WITHOUT THE NEIGHBOURS BANGING ON THE WALLS TO COMPLAIN! AFTER *GOLDENEYE* AND THIS, CAN RARE DO ANYTHING BETTER? GUARANTEED TO BE THE NUMBER ONE AT CHRISTMAS, OR I'M A MARTIAN! LOZ COOPER



DARKWATER BEACH IS THE SETTING FOR THE HOVERCRAFT BATTLE GAME.

64 THE BOTTOM LINE

Controls



Alternatives

Mario Kart 64: Nintendo (£54.99)
Reviewed: Issue 1, 94% (yeah, right!)
Extreme G: Acclaim (£59.99)
Reviewed: Issue 7, 91%

Rating

Graphics



Audio



Gameplay



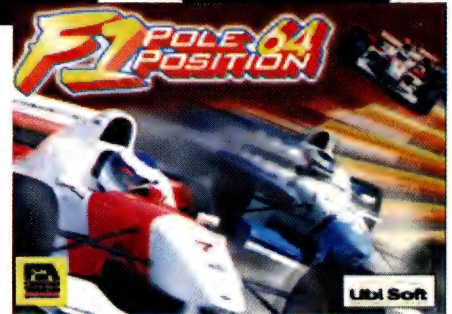
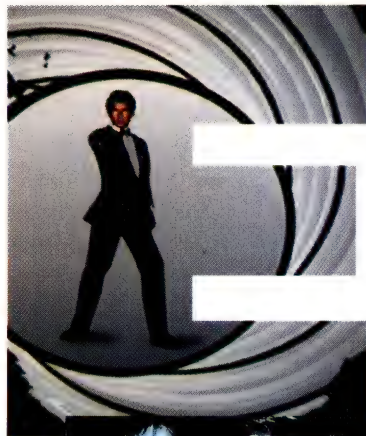
Lasting Challenge



Overall %

95

Summing up:
PURE CONDENSED FUN – THE KIND OF THING THAT REMINDS YOU WHY YOU PLAY VIDEOGAMES!



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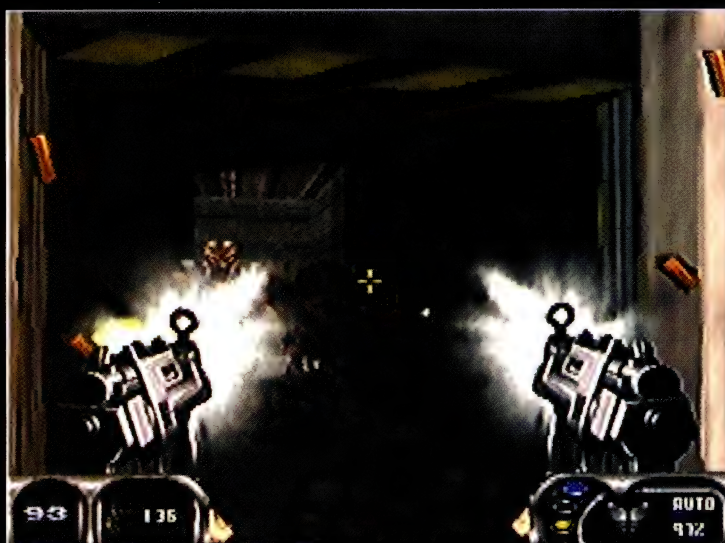
Make someone happy this Christmas

†Redeemable when you take this page in store. Offer ends 24.12.97. Information correct at time of going to press 16.10.97. Font supplied by Fontastic@http://people.wiesbaden.netsurf.de/kikita/x.htm

Ninfo



Publisher: GT Interactive Game Type: 3-D shoot-'em-up Release Date: November
Developer: Eurocom Origin: UK Price: £59.99



THIS IS WHAT IT'S ALL ABOUT - MOWING DOWN DOZENS OF ENEMY FEELS AND WATCHING THEM DIE SCREAMING!

He's **CLEANED** up his **ACT** for the N64 - has New **NUKEM** still got what it **TAKES**?



SOFTWARE COMPANIES CAN BE a weird lot at times.

For instance, GT Interactive all but thrust a copy of *Duke Nukem 64* down our throats for review. Just one small proviso - the demo cartridge had to go back to their offices the same day it arrived. Do what?

The reason for this bungee-reviewing was that GT only had a few flash ROM cartridges (oversized rewritable carts costing about £150 a pop) and other people wanted to see

DUKE

SIX AND A HALF HOURS OF NUKEM!

9.20: Arrive in the office early. A Jiffy bag with my name on it is waiting on reception. Ho yus!

9.27: Apple Mac is booted up, N64 plugged in, flash ROM banged into slot. Power on!

Duke Nukem 64 has three modes of play. The most obvious is the one-player game, where Duke legs it around the levels killing everything in sight and blowing stuff up. Can't argue with that. The second mode is the two-player co-operative mode, where a pair of Dukes leg it around the levels killing everything in sight and blowing stuff up, but watching each others' backs in the process. The last mode is Dukematch, about which more later.

9.28: Start playing. The first level, 'Hollywood Holocaust', appears, and apart from a few minor graphical differences and the change of Duke's line 'Those bastards blew up my ride!' to something less 'offensive', it looks the same. *Duke Nukem 64*, like *Hexen*, employs the N64's anti-aliasing talents to smooth (or 'blur', if



ODDUN CINEMAS IS AN EQUAL OPPORTUNITY EMPLOYER, AND DOESN'T DISCRIMINATE AGAINST UGLY SPACE MUTANTS.

to review *Duke Nukem 64* it was. Luckily, I'd already played the PC and Mac versions quite a lot, so finding my way around wasn't going to be too much of a problem. Other questions still had to be answered, though. How does the N64 version compare with the computer-based original? Have Nintendo's puritan policies watered down the game? How does it compare to *Goldeneye*? Can a game really be reviewed fairly in one day? How much wood could a woodchuck chuck if a woodchuck could chuck wood? *64 MAGAZINE* is proud to present...

It's hard to avoid the feeling that this is all a little

Memory Options

MEMORY NONE
CONTROLLER PAIR
SAVE LEVELS
AND WEAPONS



\$64,000 Question

- FAST AND FURIOUS ACTION
- MULTI-PLAYER GAMES
- DEATHMATCH AND CO-OPERATIVE MODES
- NEW WEAPONS, BOSSES AND LEVELS FOR N64
- GRAPHICS SAME AS AGEING PC GAME
- SOME JERKINESS IN SPLIT-SCREEN GAMES
- NINTENDO'S CENSORSHIP!

it as well. Chah! We had to wait bloody weeks for *Goldeneye* to reach the office because some munter liked it so much they wouldn't take it out of their N64. Let someone else suffer for a change!

Still, 64 M.A.'s reputation for reliability was on the line, so one day



SOME ALIENS HAVE JETPACKS. IF THEY HAD ANY SENSE, THEY'D INVEST IN TICKETS OUT OF HERE INSTEAD!



THE DUKEMATCH GAME LETS PLAYERS CHOOSE A BATTLE ARENA FROM ANY LEVEL OF THE GAME. ALTHOUGH IT'S FAST AND FURIOUS, IT LACKS THE CLARITY OF *GOLDENEYE*.

Duke 64

NUKEM 64

you want to be picky) 2-D sprites as they get closer, so that they don't look like the Amazing Lego Man. Although Duke's enemies do get somewhat fuzzy in close up, the effect is still much better used than in *Hexen*. After *Goldeneye*'s 3-D villains, though, it's hard to avoid the feeling that this is all a little old hat.

9.29: Shoot out a fan and drop to the road, where an alien geek is waiting on the roof of a crashed car. The default controls for *Duke* are similar to *Turok*, where the C buttons control movement and the analogue stick is used to turn and look up and down. After getting used to *Goldeneye*'s analogue movement, it takes a while to get to grips with this, but *Turok* veterans should have no problems.

The alien is quickly blown away with the default weapon, Duke's pistol, and a quick check behind the car reveals a medikit. Woo-hoo!

9.30: The first of Nintendo's bits of censorship appears – the cinema marquee on the street corner no longer has anything even vaguely dubious on it. Hmm. Anyway, onwards and upwards.

old hat

9.33: The first extra weapon, the shotgun, is



WHAT: NO DUBIOUS SOFT PORN IMAGERY?

discovered in a room behind a counter that used to be lined with booze, and is now lined with, er, ice cream. The first of the harder enemies, a pig cop, also appears. Briefly. A couple of shotgun blasts later and all that's left is a pile of blurry guts. The gore is still in there, but since it was ridiculously over the top to begin with it seems pretty much unchanged. As *Doom 64* was much gorier anyway, this doesn't come as a surprise.

9.36: The soft porn movie on show in the cinema has been replaced by a nuclear explosion. Not that blasting the screen with the newly found rocket launcher in order to reach a secret passage leaves much to view...

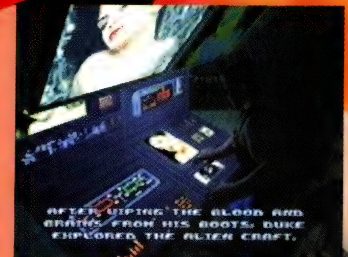
9.44: The first level is completed when Duke smashes the destruct button at the end. So, how do things look so far?



THOSE PUSTULENT GREEN BLOBS OOOZING AROUND ON THE FLOOR ARE FACE-SUCKING SLIME BEINGS. TREAT THEM AS YOU WOULD ANY OTHER ALIEN FILTH.

Babes In The 'Hoods

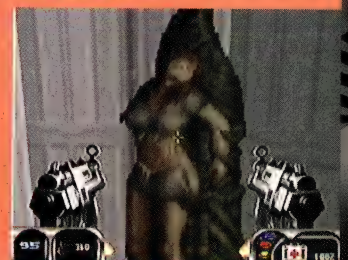
NINTENDO MAY HAVE TAKEN OUT THE HOOKERS, THE BOOZE AND THE SWEARING, BUT *DUKE NUKEM 64* IS STILL THE PLACE TO LOOK FOR DIGITISED BIRDS. IF YOU'RE A SAD BLOKE. ER, WHY'S EVERYONE LOOKING AT ME?



DUKE DISCOVERS THE HORRIBLE TRUTH – MARS NEEDS WOMEN!



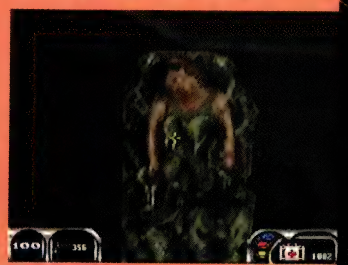
IT'S NOT ALL BLUEEY CLEAN, PRE-TEEN FRIENDLY ENTERTAINMENT – THANK GOD!



"YOU SHOULD TRY THIS SWEDISH BACK MASSAGER, IT'S REALLY COMFORTABLE."



A SEMI-NAKED YOUNG WOMAN IS TRAPPED IN THE ALIEN HATCHERY. WHAT'S A GRANITE-JAWED (AND LECHEROUS) HERO TO DO?



YOU KNOW, YOU COULD HAVE DONE SOMETHING WITH YOURSELF IF YOU WERE EXPECTING COMPANY.

Duke Nukem 64 is certainly an accurate conversion as far as the level designs go, even accounting for Nintendo's changes. Apart from one case on the second level, the alterations are cosmetic (turning bottles of booze into lemonade, that sort of thing). The controls are surprisingly well-organised considering the multitude of keys used on the PC game – as mentioned before, the C buttons control movement, and the D-pad is used to select weapons and special items. Using items requires you to take your left hand off the controller to push the L button, which is slightly clumsy, but probably the best way of doing things given the circumstances. It's certainly

a damn sight better than *Doom 64*'s controls, where to strafe to the left you had to let go of the analogue stick!

9.45: Onto the next level. As mentioned last issue, the porn bookshop is now a gun shop, which is the first of the major changes, but the layout is the same as on the PC. However, bigger things are afoot – it's quite a surprise to discover a Duke Burger franchise where the old bar used to stand, and the TV showing OJ's low-speed chase in his Ford Bronco has gone as well.

It's good to see that although the change was obviously forced on the programmers by Nintendo (apparently bloody violence is fine, but alcoholic drinks are now a no-no), they took the

time to create a new area that fits in with the style of the game instead of just slapping new graphics onto the same walls. Duke can now commit carnage among the deep-fat fryers and answer any queries about milkshakes with a hail of automatic weapons fire!

9.47: Blown away by a pig cop. Start the level again, and discover that there's already a saved game on my memory card from the last time we had the *Duke* demo in the office. Doh!

9.58: The other big change is the removal of the nightclub from the level. Although the layout is more or less identical, there are certainly no more strippers jiggling about. Chah!

10.03: Another change crops up on the third level, where the PC game used to have a chapel. Alcohol and religious references are now on Nintendo's D-list. No wonder Square went to the PlayStation!

However, the replacement shows that the programmers have a sense of humour – at the end of a row of cells is a glass-walled enclosure, containing a well-known fictional serial killer with a taste for fava beans and nice chianti!

10.16: A tunnel hidden behind a poster leads to a submarine and the end of the level. I just thought I'd mention it to save people the hours of frustration I had the first time I played the game on a PC...

10.18: Killed by a new enemy, an octobrain. Buzzer!



UNDERWATER ACTION AS DUKE RIDDLES AN OCTOBRAIN WITH LEAD. MARINE BOY WAS NEVER LIKE THIS.

The saves in *Duke Nukem* are a little annoying, as they only let you save at the end of a level. If you're killed just inches from the destruct button, then it's tough luck – you've got to do the whole thing again. You do get a lot of different saves, though, so you can return to any level you feel like – and it's better than *Hexen*, which used practically a whole Controller Pak for just one save...

10.29: Start of a new level, 'Toxic Dump'. Lovely. I'm not that familiar with this level, so I die.

10.36: Die again.

10.41: And again.

10.47: Aaaargh!

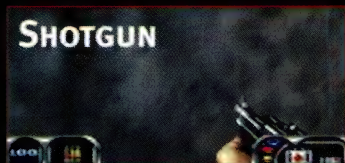
Duke Nukem 64 isn't all just non-stop destruction (although that's a fair bit of it) – there are plenty of puzzles to solve, and this level is where they start. Most puzzles involve switch-flipping, but some – like one on this level – require some lateral thinking. If

PISTOL



"SIMPLE, EFFECTIVE AND EASY TO STUFF IN THE WAISTBAND OF MY JEANS. WHEN A CHICK ASKS IF THAT'S A GUN IN MY POCKET, I ALWAYS HAVE AN ANSWER."

SHOTGUN



"THE THINKING DUDE'S FLESH-SHREDDER, ESPECIALLY WHEN LOADED WITH EXPLOSIVE AMMO. YOU'RE NEVER REFUSED ENTRY TO A BAR WITH ONE OF THESE IN YOUR HANDS. I DON'T LEAVE HOME WITHOUT IT."

The Gun Knows

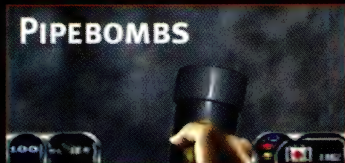
DUKE WITHOUT HIS GUNS IS LIKE CLINT WITHOUT HIS GUNS OR, ERM, ARNIE WITHOUT HIS GUNS – IT'S JUST NOT NATURAL. COME ON, DUKEY-BOY, TELL US THE DIFFERENT WAYS TO MAKE SOMEONE'S DAY!

SMGs



"YEAH, BABY! THE IDEAL WEAPON FOR THE HARD MAN ABOUT TOWN. WITH ONE OF THESE PUPPIES BUCKING AWAY IN EACH HAND, IT'S LIKE SEX WITH 17 SUPERMODELS ALL AT ONCE. ONLY LONGER."

PIPEBOMBS



"OKAY, SO IT AIN'T SUBTLE, BUT WHO CARES? THERE ARE TIMES IN A GUY'S LIFE WHEN HE JUST HAS TO CHUCK HIGH EXPLOSIVE AT PEOPLE AND FRAG THEM. TAKES OUT WALLS, TOO. COOL."

GRENADE LAUNCHER



"EVEN A GUY AS TOUGH AS ME CAN'T THROW A GRENADE THE LENGTH OF A FOOTBALL FIELD. BUT WITH ONE OF THESE, WHO NEEDS TO? BE CAREFUL YOU'RE NOT CAUGHT IN THE BLAST – IT'LL GIVE YOU MORE THAN A TAN, Y'KNOW?"

SHRINKER



"ONLY A TOTAL SADIST WOULD GET A KICK OUT OF USING THIS LITTLE BABY – IT SHRINKS THE BAD GUYS TO RAT SIZE SO YOU CAN STEP ON 'EM. I USE IT WHENEVER I GET THE CHANCE..."

EXPANDER



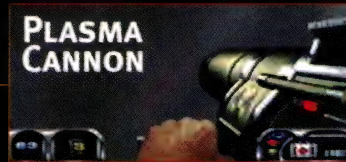
"SWITCH THE POWER CELLS ON THE SHRINKER AND IT DOES THE EXACT OPPOSITE – MAKES THE BAD GUYS BIGGER. SOUNDS POINTLESS, HUH? NOT WHEN THEIR GUTS BLOW UP FASTER THAN THE SKIN HOLDING 'EM!"

TRIP MINE



"NOT SO MUCH GIVING AS LOSING HEAD, HUR HUR! STICK ONE OF THESE SUCKERS ON A WALL AND WAIT FOR SOME DIRTBAG TO BREAK THE LASER BEAM. NEXT THING THAT BREAKS IS THEIR FREAKIN' SKULL!"

PLASMA CANNON



"THE CAPO DE CAPO OF MY LITTLE TOYSHOP – ANY SCUMBAG HIT BY THIS CAN KISS THEIR MOLECULAR VALENCY GOODBYE! CHARGE IT UP FOR THAT FULL-ON RADIATION VIBE, AND IT'S GOODNIGHT VIENNA!"

MIGHTY FOOT



"YEAH, SO THIS AIN'T A GUN. WHAT, YOU GOT A PROBLEM WITH THAT? YOU THINK IT'S A WUSS WEAPON? YOU DISSIN' MY MIGHTY FOOT? JUST COME HERE, ASSHOLE – SEE HOW WUSSY THIS FEELS!"

The definitive action game

you don't have a jetpack, some rooms on Toxic Dump appear to be inaccessible. The clues are right there in front of you, though – barrels of toxic waste (and the corpses of your enemies, if they happen to land in the right place) are shunted around part of the level by a series of conveyor belts and mechanical grabbers. Just stand in the right place, and let the grabber do all the work for you!

11.02: There's a semi-naked woman

Duke Nukem



THIS HUGE AND UNPLEASANT FELLOW IS THE FIRST BOSS. A FEW HUNDRED ROUNDS WILL FINISH HIM OFF!

trapped in a pod of alien slime. On the PC, you 'released' her by putting her out of her misery. Nintendo owners have to be much more humanitarian – a quick tap of the B button will save that babe!

11.16: Some levels require Duke to spend as much time underwater and in the air as on the ground. This is one of them, and Duke's air supply and jetpack fuel are both in short supply!

11.43: Where the bloody hell am I supposed to go now? Everything is dead, every switch has been thrown, and if I go through those big cogs I'll

picked up ages ago which have been sitting around in your pocket ever since! A sign of good basic game design is when the only thing holding you up is your own lack of ability rather than the programmers being capricious and unfair, and *Duke Nukem 64*, while occasionally rubbing your nose in it on particularly tough sections, never actually stoops to cheating.

12.42: Another new level, 'Launch Facility'. Giant rockets to blow up and loads more aliens to kill. Excellent! Nothing can stop the bloodlust now!

for hardcore gun fetishists!

be crushed, if my experiences on the last level are anything to go by.

12.02: Still stuck.

12.11: Ah hah hah! Now *that's* fiendish! You still have to go through the cogs, it's just a matter of being observant...

Since *Duke Nukem 64* is more or less identical to its PC ancestor, it also retains the same playability. Obstacles might hold you up for a while, but any frustration they cause is usually your own fault for not spotting the way past to begin with. For example, there is one section where you have to navigate a dark passage. A very dark passage. Since you can't actually see anything and keep bumping into walls until you eventually muddle back to where you started, this can get very annoying... until with a mighty slap of the forehead, you suddenly remember that pair of night vision goggles you

1.00: Break for lunch.

1.16: Tuck into a Blimpie.

1.37: Back to the game in progress.

1.56: Next level, please!

2.06: This level, 'Abyss', is one of the tougher early stages, as it requires a lot of going back and forth and with no map (a quite horrific omission – if there is a map in the game, we couldn't find any way to access it) it's easy to get lost. However, it also shows off the 'Build'



OOPS, SORRY TO DISTURB YOU.



THE 'RABID TRANSIT' LEVEL HAS WORKING SUBWAY TRAINS - WHICH CAN RUN YOU OVER IF YOU FALL ONTO THE TRACK!

engine used to create *Duke's* landscapes – large parts of this level change even as you watch, with a huge fault line giving way and sending vast areas plunging downwards into boiling lava. It makes *Doom* and *Hexen's* moving platforms and shifting floors seem rather feeble. A lot of jumps from ledge to ledge are needed, but *Duke* is fairly forgiving with its collision detection.

2.47: After repeated deaths, Duke finally makes his way to the end of the level. Next up, the first boss!

2.48: Duke checks out, permanently.

2.49: Another grisly demise for Mr Nukem.

2.50: No flowers, by request.

2.51-3.16: You get the idea...

3.17: Finally! The boss is toast. Although one of the later bosses is

created from polygons a la *Goldeneye* or *Quake*, this chap is an old-fashioned sprite. The explosion effects as you let fly with everything in your arsenal are very impressive, though.

3.18: Pity the between-stages cutscene is just a static shot with text overlaid on it. After such a draining battle, it would have been nice to



IKEA'S COLOUR-COORDINATED CYBERMATS WENT DOWN A STORM.



DEATH TO FALSE NUKEM!



A RARE NEEDS SAVING

have had something a bit more impressive!

3.19: The aliens are shipping Earth's women back to their home planet for their own nefarious purposes, and Duke heads back into space in pursuit. The spaceport, the first level of 'Lunar Apocalypse', sees the arrival of several new enemies, including the minigun-wielding Enforcers (larger, stronger versions of the regular geeks), nasty facebugger-style protoplasmic blobs and robotic gunpods that roar down at you kamikaze fashion before exploding.

3.42: Another new level, where things start getting very H R. Gigeresque and the scantily-clad women quotient hits a new high, but



THERE'S A DIFFERENCE AT DUKE BURGER YOU'LL ENJOY - YOU GET TO KILL THE STAFF IF THEY'RE SLOW IN SERVING YOU!



TRACK THE REMAINS OF YOUR ENEMIES ALONG THE FLOOR



THE RARE IS SAVED!

time is getting short. Time to try out the Dukematch.

3.45: People are gathered together for some killing. Dukematch offers similar options to *Goldeneye* - a timed battle where the winner is the Duke with the most kills when the clock stops, or a first-to-whatever slugfest.

Although the multi-player game struggles manfully (well, you'd expect it to!), we've been spoiled by *Goldeneye* - the inevitable reduction in detail and resolution of the split screens makes things rather blurry, and things jerk occasionally when the action heats up. However, the basic playability of *Duke Nukem's* PC game is still there, thankfully, and the weirder range of weapons adds some twists you don't find in *Goldeneye*. Bond could never shrink his opponents and step on them in *Mars Attacks!* fashion, or pump them up until they explode! Because the Dukematch arenas are set in the normal one-player levels, it's also a handy way to get advance warning of what you can expect to find later on in the game.

4.22: The last post is only a few minutes away from sounding, so *Duke Nukem 64* is reluctantly removed from the N64, dropped into a Jiffy bag and



"A CENSUS TAKER TRIED TO TEST ME..."

sent back to GT. So long, fella, it was nice knowing you

THE FINAL VERDICT

If *Duke Nukem 64* had been an original game for the N64, it would have been all but impossible to give it a fair review in just one day. However, since it's practically identical to the familiar PC game, I'm pleased to report that *Duke* on the Nintendo is every bit as good as anywhere else. It's still an addictive cocktail of puzzles, skill and ceaseless carnage!

The lack of a map is a major pain (and if anyone writes in to tell us that 'It says in the manual that you've got to...' the letter goes straight in the bin, because we didn't have any instructions!), and the Nintendo-mandated cuts have taken out some of the more amusingly puerile touches. None of this detracts from the definitive action game for hardcore gun fetishists - it's second only to *Goldeneye* in the first-person adventure stakes, and a close second at that!

2nd opinion

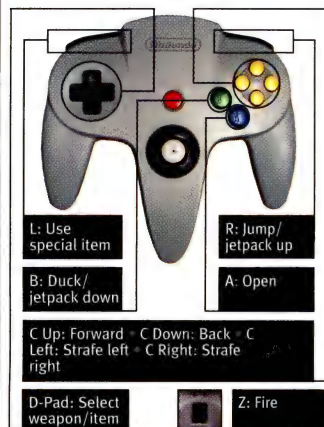
IF THIS GAME HAD COME OUT ON THE N64 ABOUT FOUR MONTHS AGO, IT WOULD HAVE BEEN BRILLIANT. BUT EVER SINCE *GOLDENEYE* APPEARED, THIS KIND OF OLD-STYLE GAME JUST DOESN'T REALLY CUT IT ANY MORE. DUKE'S SENSE OF HUMOUR HELPS THINGS OUT, BUT THE DATED GRAPHICS ARE A LET-DOWN, ESPECIALLY AFTER *DOOM 64* SHOWED PC GAMES CAN BE UPDATED WELL. LOZ COOPER



STARFLEET RAN OUT OF SHIP NAMES, SO THEY USED ONE FROM *THE FAST SHOW*

64 THE BOTTOM LINE

Controls



Alternatives

Goldeneye: Nintendo (£59.99)
Reviewed: Issue 6, 96%
Doom 64: GT Interactive (£59.99)
Reviewed: Issue 5, 81%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

90

Summing up:
THE HARDEST DUDE IN VIDEOGAMES HAS STILL GOT WHAT IT TAKES!



YOU ASKED FOR IT.



**CHRISTMAS ISSUE 28 OUT NOVEMBER 13
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Ninfo



128 M.

Cartridge

Roundtable Post

Publisher:
Developer:

Acclaim
Probe

Game Type:
Origin:

Racer
UK

Release Date:
Price:

November
£59.99

Climb aboard the **BIKE** of the future for a **ROLLERCOASTER** ride into **OBLIVION!**

EXTREME

64 SIZZLER



AT THE FRONT OF THE PACK, PLAYER ONE DEMONSTRATES THE AMAZING AERODYNAMIC CAPABILITIES OF HIS BIKE. **WHEEEEEEEEEEE!**



OKAY, IT'S A FUTURISTIC BIKE game. So what, you cry? It's blooming well *fantastic*, that's what!

With most racing games, you'll find that the main complaint is usually to do with the speed, that the game just isn't fast enough. With *Extreme G*, the main complaint is also with the speed, although in this case, it's *too* damn fast!

The timer hits zero, the acceleration kicks in, and first-time players will find

their bike embedded in the wall of the first bend. Or at least, they would if this were an *ordinary* race game.

Because that's one of the wondrous things about *Extreme G*; it's extremely difficult to crash. Well, to crash *properly*, that is. Is this making any sense? No? Okay. To explain – you can crash in *Extreme G*, in the sense that if you hit certain things you will, temporarily, come to a complete stop. Usually though, the bike handling combined with the design of the tracks, although it will slow you a

little, doesn't actually stop you. And this is a godsend when you're hurtling around the track at breathtaking speeds battling seven other bikes. And that isn't the half of it.

EXCUSE ME, DOES THAT MACHINE GUN COME IN CLARET RED?

For instance, how many bikes do you know of that are armed? [Streethawk? – Ed] And more than that, how many



"Um... SHOULD MY SHIELD REALLY BE THIS COLOUR? I MEAN, IT'S A VERY PRETTY COLOUR AND ALL, BUT IS IT HEALTHY?"



OH NO! A HUGE 'R' BLOCKING THE TRACK! WE'RE ALL DOOMED, DOOMED! OH, WAIT A MINUTE... IT'S A MISSILE POWER-UP. PHEW!

First-time players will find



NOW THAT IS WHAT I CALL A MISSILE SHOT! (LOOKS LIKE IT MISSED THOUGH).

\$64,000 Question

- ⊕ IT MOVES INCREDIBLY FAST
- ⊕ SOME EXCEPTIONALLY COOL AUDIO AND VIDEO EFFECTS
- ⊕ LOADS OF TRACKS/WEAPONS
- ⊖ IT'S... ER... UM... IT DOESN'T MAKE THE TEA!

Memory Options

MEMORY:
NONE INTERNALLY, BUT PASSWORDS EXIST FOR EACH TRACK

CONTROLLER PAK:
SAVES RACE POSITIONS, SCORES, ETC





DRIVE TOO CLOSE TO YOUR OWN EXPLOSIONS, AND YOU'LL GET CAUGHT IN THE FLASH (A REAL BUGGER IF YOU'RE NEGOTIATING A CORNER AT HIGH SPEED).



FIRST PERSON MODE GIVES THAT FEELING OF EVEN MORE SPEED. NOTE THE ARROWS, THESE INDICATE WHEN BIKES ARE CLOSING BEHIND YOU.



FOUR PLAYER BATTLE ARENAS ARE PACKED WITH WEAPONS - NOTE THE LABELS, THESE CAN BE PERSONALISED (AS PLAYER ONE HAS ALREADY DONE).

do you know that can pick up huge mother-loving super-weapons that turn other bikes from mean racing machines to smoking piles of colourful rubble?

Except it's not that easy. These opponent bikes aren't your usual run-of-the-mill opponents racing mindlessly round the track waiting for you blast them into oblivion. No, these bikes are *hard*, and *intelligent*. They have their own strategies and tactics,

and adapt to events around them. So, let's say you're driving really badly and trailing in last position. You'll probably find the other bikes generally ignore you apart from dropping the odd proximity mine, or rear rocket. However, once you start to perform better, you'll become a target.

And it's even *more* complex than that. Say, for example, that you're running second, and a bike comes up behind you armed with a missile

power-up. You have no special weapon, and the bike in front of you has something powerful. Rather than just hammering you, the pursuing bike may whack on the turbo, boost past you, and waste the bike in first place, as it considers it more of a threat.

Extreme G offers multiple racing

modes, the foremost being Extreme mode, where you start on the first track of the first level and must qualify to progress to later tracks each time. Fail to get the points you need, and you'll be forced to try again. But do better than you need to (come second when you need to come third to

their bike embedded in the wall of the first bend

The Gun Knows

EVERY DESPATCH RIDER'S DREAM, A SERIES OF BIKE-MOUNTED WEAPONS. THERE WON'T BE A WING MIRROR LEFT IN LONDON!



FLAME EXHAUST
IF ANYONE GETS TOO CLOSE, JUST ROAST 'EM!



HOMING MISSILE
IDEAL FOR CLEARING THE ROAD AHEAD FROM A DISTANCE.



INVISIBILITY
SNEAKY BIKERS CAN USE THIS TO SLIP PAST UNSEEN.



INVULNERABILITY
MAKES YOU COMPLETELY 'ROCK' FOR A SHORT TIME.



ION SIDE CANNONS
MAKES LIFE HARD FOR OVERTAKERS!



LASER LIMPET MINE
A NASTY SURPRISE WHEN STUCK TO WALLS.



MORNING STAR
SOUNDS LIKE A NINJA WEAPON, BUT IS A HIGH-TECH MINE!



MORTAR ROCKET
POPS OFF A PAIR OF BOMBS ONTO THE ROAD AHEAD.



MULTIPLE NEEDLE ROCKETS
SPEWS OUT EXPLOSIVES IN A FAN PATTERN.



PHOSPHOR FLARE
AAIIIIIIII! MY EYES! USED TO BLIND RIDERS TEMPORARILY.



POWER SHIELD
A SUPERCHARGED SHIELD THAT DAMAGES OTHER RIDERS!



PROXIMITY MINE
DOES EXACTLY WHAT IT SAYS ON THE CAN!



REAR ROCKET
A REP ON YOUR TAIL? NOT FOR LONG, VECTRA BOY!



SHIELD RECHARGE
REPLENISHES VITAL SHIELD ENERGY.



STANDARD ROCKET
WHOOSH... BANG. BASIC STUFF.



STATIC PULSE
SENDS A WAVE OF CRIPPLING ENERGY UP THE TRACK!



TRACTOR BEAM
GIVE YOURSELF A TOW WITH THIS USEFUL GADGET.



WALLY WARP
THE ULTIMATE IN CRUELTY - SENDS LOSERS BACK A LAP!

qualify) and you'll gain extra points which give you more leeway for the next track (so it's advisable to do well on the early, easier tracks, thereby gaining credit for the later ones).



SAN MARINO – DANGEROUS? DO ME A FAVOUR!

The tracks! Wow! The first ones... well, they're okay, and they seem fast, but they're not really anything you won't have seen before – that's for the first one or two. But from then on... hold onto your hat, or rather, hold onto your lunch! If you thought rollercoasters were bad, try this! Loops, dips and multiple junctions that make it possible to take a different route for every lap of the race.

If you do lose the race in Extreme mode, you'll be treated to a quick sequence of your wondrous bike being unceremoniously dumped into a smelter – what a waste!

In addition to Extreme mode, you can race in Practice mode, Shoot-'Em-Up mode and of course Multi-Player mode. However, to be able to race on the later tracks, you've got to



PLAYER THREE MODELS THE ALL-NEW FLAME EXHAUST POWER-UP, WHILE PLAYER TWO COLLIDES WITH THE WALL. NICE DRIVING, SIR!

Bikes go from

46



SIZE REALLY DOES MATTER!



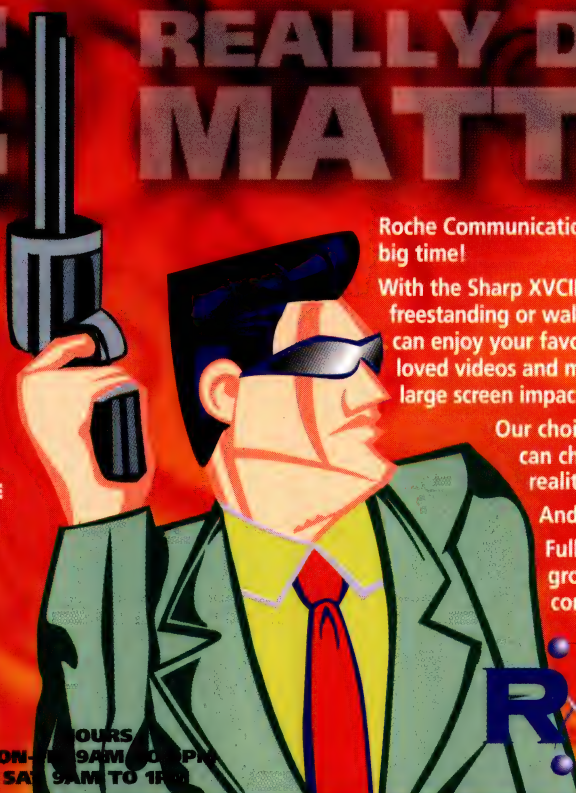
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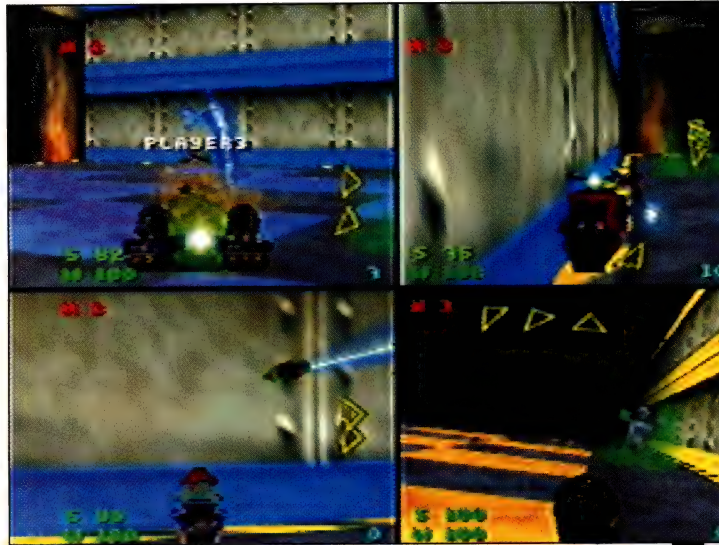
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RAMPS GIVE YOU A BIT OF LIFT ON MOST TRACKS. IN THIS CASE, THE TURBO HAS ALSO BEEN SET OFF. HOLD ON!

complete them in Extreme mode first. Practice mode is fairly self-explanatory, but Shoot-'Em-Up mode is a little different. Basically, it's a case of chasing a whole load of drone bikes around the track, which is littered with absolutely masses of weapon power-ups, the idea being simply to obliterate as many of the opposing bikes as possible. And it's fun! (Although after a while it tends to get a little samey – just a little).



FOUR PLAYER BATTLE MODE, AND THINGS DON'T LOOK GOOD FOR PLAYER THREE – NOTE THE MISSILE ENTERING HIS SCREEN!

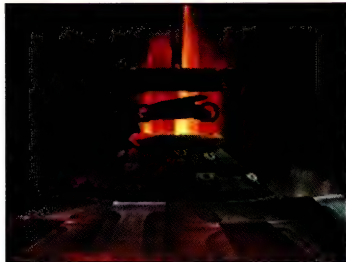
Of course, these are all single-player modes. The multi-player mode is something else again. As with the single-player mode, you have a choice of race types. There's Battle mode – racing around one of four weapon-filled arenas and annihilating

different attributes. Some, for instance, have better shields and weapons, but are low on acceleration. Other bikes will go from zero to light speed in about three seconds, but have slightly weapons slightly less powerful than the average water-pistol (the cheap kind, not those big Super-Soaker ones). As if the bikes weren't fast enough on their own, you get three turbos per race, and also on-track items and features which give you a temporary boost.

Another good feature of *Extreme G* is the sound. Each bike has its own distinctive turbine noise, and if you're playing through a stereo TV you can even tell which side people are approaching! The music isn't bad either, with a different techno tune for each track.

With three different views, the fastest of which is first-person, but then the behind-bike view is easier to control, this game is an absolute must for anyone with an N64. Basically, *Goldeneye* was the definitive adventurous shoot-'em-up, and this is, so far, the definitive N64 race game.

2nd opinion
HOO AH! THE N64 GETS ITS FIRST TRULY AWESOME RACING GAME AT LAST. *EXTREME G* MAKES *MARIO KART* LOOK SHODDY AND *MRC* PRETTY EMBARRASSING! IT'S INSANELY FAST, WITH HARDLY ANY SLOWDOWN EVEN WHEN THERE'S A LOT OF ACTION. BUT THE BIKES' SHIELDS PREVENT THE SUDDEN STOPS THAT PLAGUED *WIPEOUT*. BRILLIANT! **LUZ COOPER**



the other players. Then there's Head To Head mode, where you race on the usual tracks against other players, and then there's Flag mode, where you, erm, collect flags. The winner is whoever gets the most flags, surprisingly!

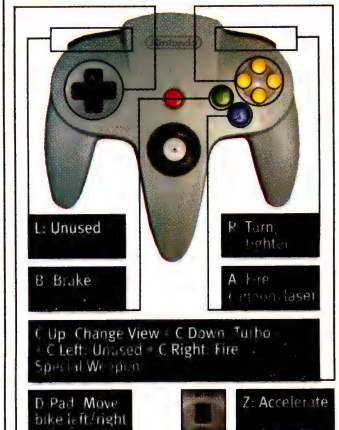
In all race modes, you get to choose from eight different very impressive-looking bikes, each of which has



THE MISSILE EFFECTS ARE REMINISCENT OF THE OLD *KNIGHT RIDER* TELEVISION CLONE, *STREETHAWK* – YOU CAN PRACTICALLY HEAR THE 'WHOOSH'. (WELL, ACTUALLY YOU CAN.)

64 THE BOTTOM LINE magazine

Controls

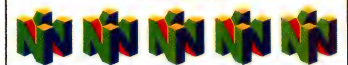


Alternatives

F1 Pole Position 64: Ubi Soft (£59.99)
Reviewed: Issue 6, 88%
Mario Kart 64: Nintendo (£59.99)
Reviewed: Issue 3, 94%

Rating

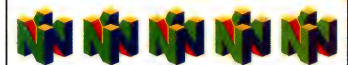
Graphics



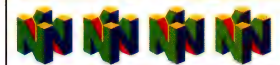
Audio



Gameplay



Lasting Challenge



Overall

91%

Summing up:
THE N64 HAD BEEN JUST CRYING OUT FOR GAMES OF THIS CALIBRE – THINGS ARE LOOKING UP!



ROW, ROW, ROW YOUR RAFT, GENTLY DOWN THE STREAM. KICK THE CLANCER INTO THE LAVA, THEN YOU'LL HEAR HIM SCREAM!



THIS HAS TO BE THE MOST USELESS MID-LEVEL BOSS IN THE ENTIRE HISTORY OF GAMING!



HMMN, THIS TERAN BLOKE'S A BIT OF A GIRLY REALLY, ISN'T HE? (OR IS THAT HIS SISTER?)

48

Ninfo



Publisher:
Developer:

Nintendo
Treasure

Game Type:
Origin:

Platform
Japan

Release Date: Out now (import)
Price: £69.99

It was a very **WEIRD** game when it was in **JAPANESE** - and now that it's been translated... it's **STILL** a weird game!



NOT LONG AGO, THERE WAS AN extremely weird Japanese game entitled *Go! Go!*

Troublemakers. A fun, slightly off-the-wall platform game, *Troublemakers* caused many headaches in the office due to the fact that many of its puzzles relied on the player being able to decipher thousands of lines of

Japanese text. "Why, oh why," frustrated players beseeched the heavens, "couldn't this game be in English?" And before you can say "Three number forty-two's twice and a bag of prawn crackers", here it is, the newly converted, newly translated, newly named *Mischief Makers*.

So what's changed? The original was a massive, predominantly 2-D platform adventure - 'predominantly' because it used a few pseudo-3D tricks to add a bit of depth to the otherwise fairly flat play areas - that revolved around the efforts of a cyber-chick named Marina and her quest to rescue her lecherous old master from

Memory Options



MEMORY:
TWO GAMES CAN BE SAVED ON THE CARTRIDGE
CONTROLLER PAK:
NONE



TO TRAVERSE SOME LEVELS, MARINA MUST GRASP HOLD OF AND RIDE A LOAD OF BALLS. I COULD MAKE SOME JUVENILE JOKE HERE... BUT I'M NOT GONNA!

MISCHIEF MAKERS



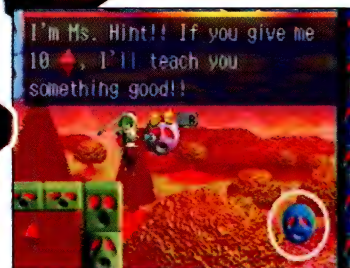
the clutches of some scary ghost-faced creatures on a planet of ghost-faced creatures, aided by other ghost-faced creatures. (Does that make any sense?)

HAVEN'T WE BEEN HERE BEFORE?

The new version, unsurprisingly, isn't a lot different. In fact the only thing that has really changed is the language, and to some degree the soundtrack. No amazing graphical

\$64,000 Question

- ⊕ FAST, FLUID ANIMATION
- ⊕ SOME NIFTY EFFECTS (SCREEN ROTATION, THE ODD BIT OF 3-D)
- ⊖ IT'S A (MOSTLY) 2-D PLATFORMER, SO NOTHING VISUALLY AMAZING



AH! I SEE! SO I GIVE YOU TEN GEMS, NOT THE OTHER WAY ROUND... I KNEW THAT! HONEST!

Dodgy Dialogue

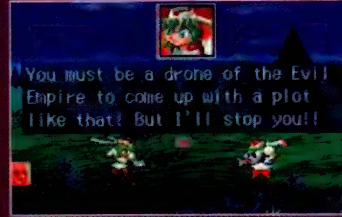


THIS HAS TO BE THE BEST LINE IN THE GAME, BAR NONE. IS THIS THE SORT OF THING WE REALLY WANT OUR IMPRESSIONABLE YOUNG MINDS TO SEE THOUGH?

THIS GAME WAS A LITTLE FRUSTRATING WHEN ALL THE TEXT WAS IN JAPANESE, AS YOU DIDN'T KNOW WHAT THE HELL EVERYONE WAS TALKING ABOUT. NOW, AT LEAST, IT'S IN ENGLISH, BUT EITHER IT'S LOST (OR GAINED) SOMETHING IN THE TRANSLATION, OR THE JAPANESE REALLY ARE WEIRD! TAKE A LOOK AT THIS SELECTION OF DIALOGUE FROM THE GAME AND SEE WHAT YOU THINK!



WELL, NO CLICHÉS HERE THEN! A LOT OF THE DIALOGUE IN THIS GAME READS LIKE IT'S COME FROM A VERY BAD B-MOVIE, AND THIS IS NO EXCEPTION.



... AND NEITHER IS THIS. STOP HER, MARINA, STOP HER!



UM, YES, THAT'LL STOP HIM! WELL DONE MARINA, VERY IMPOSING (I DON'T THINK).



THE SMALL CLANCER PLAYS 'SIMON SAYS' WITH THE WORM. NOTE THAT THE WORM ISN'T STOOOPOING BECAUSE SHE DIDN'T SAY 'SIMON SAYS...'

THIEFS

improvements, no huge extra levels. So is this enough to justify converting the game? Yes actually.

As mentioned already, one of the big problems with *Troublemakers* was that whilst some of the puzzles were obvious, many of them relied on getting clues from the various characters, and the only alternative was trial and error experimentation – that or kidnapping Japanese nationals and keeping them locked in your wardrobe for translation purposes. And it's not just the puzzles that benefit from the English text. Whereas before, the text sequences (of which there are many) were just so many annoying delays between gaming action, now the dialogue slowly builds up a story, and provides intentional (and, at times, what *must* be unintentional) laughs.

The whole game now seems so much more relevant. You now know why you are working your way across this weird planet, and why you are being aided and impeded by the various weird inhabitants. The



inhabitants are (we are told) known as Clancers, from the planet... er, Clancer. And they are in fact all incredibly nice people, so nice in fact (apparently) that they can be turned evil by manipulative people. Which of course makes perfect sense!

In general though, *Mischief Makers* does benefit hugely from the simple fact that you know what the hell it is you are supposed to be doing (even if you don't understand quite *why* you are supposed to be doing it).

Take the hint balls for example (or 'Miss Hint', as the balls themselves apparently prefer to be known). They were about as much use in the Japanese game as shoes would be to a man with no legs. Actually, probably less use than that, because a man with no legs probably wouldn't be



THE PICTURES ON THE END OF LEVEL SCREEN GIVE YOU A QUICK FLASH OF PEOPLE YOU'LL BE LIKELY TO MEET DURING THE COURSE OF THE GAME.



HINT BALLS CAN GIVE YOU USEFUL ADVICE. HOWEVER, SOMETIMES THEY'LL TELL YOU SOMETHING YOU ALREADY KNOW. IT'S A LOTTERY!



adversely affected by shoes (unless someone threw them at him or something). The hint balls however, take away ten red gems every time when you use them, which is the equivalent of one continue, making them *worse* than useless in

Troublemakers. A certain person in the office – who shall remain nameless... oh all right, it was Andy – was under the impression for a long time that the hint balls actually *gave* you red gems, and couldn't work out why at the end of each level after



BOMBS ARE GREAT, THEY DESTROY ANYTHING! WELL, ANYTHING RED AND BLOCK-LIKE, ANYWAY. OKAY, ONLY RED BLOCKS! THERE! HAPPY NOW?

grabbing several hint balls, he had fewer gems than he'd started with. Now though, the hint balls are a useful tool, and are essential when you're going out of your mind with frustration wondering what to do next (of course, you won't need them if you've bought this mag, as there just happens to be a complete *Mischief Makers* solution in this issue, but I digress).

BUT WHAT'S THE GAME LIKE?

Of course, there are probably those of you out there that have never played *Go! Go! Troublemakers*, and perhaps

Far from being run-of-the-mill, *Mischief Makers* throws anything and everything into the mix to produce gameplay that, while fairly easy to learn, is constantly changing, with the result that the next level is never quite what you expected it to be. Just when you're getting used to running sideways, you'll be climbing upwards, or falling downwards, or taking on huge monsters by hitting them in the face with their own fists, or catching fireballs, or beating up an incredibly cute kitten-like creature and then riding it into battle against a boss on a rocket-powered motorbike that transforms into an animal... and that's



THIS HUGE BLOKE HAS A FLYING MUPPET HELPING HIM. AND WHAT DO WE DO TO MUPPETS? SMACK 'EM IN!



TAKE OUT MIGEN'S LITTLE PAL, AND HE PLUGS INTO THE LOCAL SUB-STATION FOR A BIT OF A POWER-UP. RUN AWAY!

In summary, this game isn't hugely different from its Japanese counterpart. If you've bought and finished the Japanese version, for instance, it's probably not worth you buying this one unless you're really desperate to find out what they say in the end-sequence (and you're not keen on the Japanese kidnapping idea). If you don't have *Troublemakers* though, and you're in the market for an impressive, pretty innovative platform scroller, then look no further than *Mischief Makers*. That's if

More quirks than a minibus full of mental patients

even those of you who missed our review of it in issue four (shame on you!). Just for those few, here's the general plot.

Basically, *Mischief Makers* is a horizontally and vertically scrolling platform game, with a multitude of puzzles and more quirks than a minibus full of mental patients.



THE LEVEL MAP SCREENS LET YOU MOVE ONWARDS, OR BACKWARDS IF YOU WANT TO STOCK UP ON MORE RED GEMS.

without even mentioning the cowboys, the kings, the flowers, the stars, the bombs, the ghosts, the Olympic challenge, the drill that turns into a bird, the volcanic eruptions and the robot made from Lego blocks!

The great thing about *Mischief Makers* is that it keeps you guessing. There's no fixed pattern to the levels, for example; bosses pop up all over the place and one minute you could be running for your life from a volcanic eruption, the next be free-falling down a seemingly-bottomless pit. And even when you've finished the game, the chances are you won't have found all the special yellow gems you need to see the entire ending, so it's back you go to search for them.

you've got an NTSC machine of course, otherwise you'll just have to wait for it to be converted a third time, won't you?

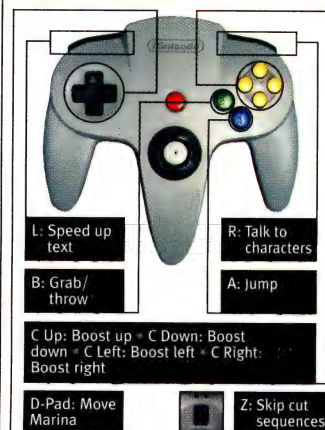
MISCHIEF MAKERS WAS SUPPLIED BY BOURNEMOUTH'S VIDEO GAME CENTRE: (01202) 527314

2nd opinion

GO! GO! TROUBLEMAKERS WAS A GOOD LAUGH, EVEN IF SOME PARTS WERE HORRIBLY HARD TO WORK OUT BECAUSE OF THE LANGUAGE DIFFERENCES. MISCHIEF MAKERS IS JUST AS MUCH FUN, AND NOW YOU CAN TELL WHAT'S HAPPENING! SOME PEOPLE WILL BE TURNED OFF BY ITS CUTESY, 2-D NATURE - MORE FOOL THEM, AS IT'S A DEMENTED BLAST! **ANDY McDERMOTT**

64 THE BOTTOM LINE

Controls



Alternatives

Bomberman: Hudson Soft (import)
Reviewed: Issue 7, 81%
Super Mario 64: Nintendo, (£54.99)
Reviewed: Issue 1, 95%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

85%

Summing up:

IT DOESN'T BREAK ANY NEW GROUND, BUT WHO CARES, IT'S A BLOODY GOOD PLATFORMER!

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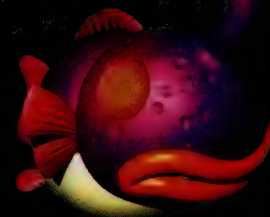
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"OKAY, FORTY-TWO, THIRTY-EIGHT, FIFTY-THREE AND A HALF, EIGHTY-SEVEN AND THREE-QUARTERS, HUT, HUT, BUNGALOW!"



THIS IS ONE OF THE MANY CAMERA VIEWS AVAILABLE IN-GAME. DON'T THEY ALL LOOK JUST SOOOO MACHO?



WHAT DID YOU SAY ABOUT MY SISTER? RIGHT, THAT'S IT! YOU'RE FOR IT! COME ON LADS, RUMBLE!

52

Ninfo	Players	Cartridge	128 M.	Rumble Pak	Publisher: Acclaim Iguana	Game Type: Sports	Release Date: 1997	Out now
					Developer: Iguana	Origin: USA	Price: £59.99	£59.99

NFL QUARTER CLUB '98

It's FOOTBALL Jim, but not as WE know it!

WHAT IS IT WITH THE Americans? Every time they find a game they're no good at, they invent a similar game, and give it rules that are indecipherable to anyone not born in the good old US of A – then have the cheek to call their insular competitions a 'world' series. Take rounders for example. A perfectly good, easy-to-play game. What do they do? Turn it into baseball!

And then there's rugby and football. Rubbish at both? No problem! We'll combine them, and invent (wait for it) American football! Agh! And the worst thing is, American football is becoming incredibly popular over here in Britain!

Anyway, the purpose of all this ranting is that it provides a suitable intro for a review of the latest sports sim for the N64, *NFL Quarterback Club '98*. No problem! Play the game, completely slate it, then it's off home to watch the footy... er, except that it's a rather good game!

IS THERE NOTHING THEY DIDN'T PUT IN THIS GAME?

This game has everything! Anyone who knows anything about the game of American football, will know that (as mentioned above) the rules are rather complicated, but *NFL QC '98* handles everything with an attention to detail that puts other sports sims to shame.

The list of options is endless. Everything about the game can be adjusted to suit the

gamer. Players can be traded between teams, new players can be created and their skills and attributes defined, absolutely miles of statistics can be accessed, and all this before you even begin to play the game!

In-game options include choosing formations and then selecting plays, as in real American football. There are also myriad other options, such as multiple views, replay options, in-game statistics, and of course, the

game provides a 'quick-start' option for those who just want to get down to it – the list just goes on and on!

ANIMATION? WE'LL GIVE YOU ANIMATION!

The high-resolution animation of the players is excellent (although close-up they do look a little weird), and the atmosphere has been carefully composed, from the impressive crowd and announcer sound effects down to

Memory Options

MEMORY:
NONE
CONTROLLER PAK:
SAVES PRETTY MUCH EVERYTHING THAT CAN BE ALTERED!



\$64,000 Question

- EXCELLENT HI-RES GRAPHICS AND ANIMATION
- HUGE RANGE OF GAME OPTIONS
- LIMITED APPEAL



"OKAY, LADS, HOLD THEM OFF, I'LL CHUCK THE BALL TO HANK AND... HEY, HANK! WHERE ARE YOU GOING? COME BACK AND TAKE THE BALL!"



ABDUL JABBAR GETS BUNDLED WHILST NUMBER THIRTEEN SPOTS SOMEONE WITH A CAMERA AND POSES FOR A PHOTOGRAPH.

An attention to detail that puts

NFL Quarterback Club '98

NFL To Hollywood, Or Bust!

YOU'D THINK THAT THE DUTIES OF AN AMERICAN FOOTBALLER – RIGOROUS TRAINING PROGRAMMES, ABSORBING HEAVY IMPACTS, RUNNING AROUND A BIT – WOULDN'T EXACTLY GIVE THEM A LOT OF

CAREER OPTIONS OUTSIDE THE SPORT. AND THAT'S WHY MOST OF THEM END UP IN SHOWBUSINESS! HERE ARE A FEW OF THE MORE WELL-KNOWN ONES.

OJ "THE JUICE" SIMPSON

APPEARED IN THE THREE *NAKED GUN* MOVIES, BEFORE AN UNFORTUNATE MISUNDERSTANDING OVER A KITCHEN KNIFE AND A PAIR OF GLOVES GAVE HIM HIS OWN TV SERIAL, OJ: *THE TRIAL*.



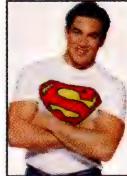
BRIAN BOSWORTH

WENT FROM KNOCKING PEOPLE DOWN ON THE FOOTBALL FIELD TO KNOCKING THEM DOWN ON THE BIG SCREEN. HIS FIRST FILM WAS *STONE COLD*, LIKE HIS ACTING. HE SHOOTS, HE RIDES BIKES, HE, ERM, TALKS (KIND OF).



DEAN CAIN

INJURED PLAYING COLLEGE FOOTBALL, SO TOOK TO PRANCING ROUND ON SCREEN WEARING LYCRA AS TV'S SUPERMAN AND SNOGGING TERI HATCHER (THE BASTARD!).



DAN MARINO

STILL PLAYING FOOTBALL, BUT CROPS UP REGULARLY IN VARIOUS FILM CAMEO ROLES (SUCH AS *ACE VENTURA: PET DETECTIVE*). USUALLY PLAYS HIMSELF (OOH, DIFFICULT!).



BACK

the weather conditions on the day.

This game has *everything*. But there's a catch, and it's a biggie.

Because this game is so accurate, and *because* it is simulates real American football so well, it is virtually impossible for someone who knows nothing about American football to just pick it up and play it!

Does this sound a little obvious? Well, think about it. Most games can be played (at least to some degree)

with very little knowledge of how they work – explain the controls, and away you go! With *NFL QC '98* however, the gameplay revolves around choosing formations and plays, interspersed with short bursts of action. And if you don't understand the tactics, you're going to have a real problem playing the game.

There is just such a lot to learn that you really have to be committed to be able to get the most out of this



THE WHOLE TEAM GETS TOGETHER TO OFFER ADVICE ON JOHN'S EMBARRASSING PERSONAL PROBLEM – AIN'T THAT NICE?.

without any previous knowledge of the game. Just working out exactly what all the little symbols, circles and squiggles mean in the play list will take you a while. In America this won't be a problem because most all-American boys pop out of the womb already wearing helmet and pads, but the casual British buyer is going to be left utterly bewildered by the whole thing unless they're already a fan and have a working knowledge of how the sport is played.

That said, this is the sort of game that you are only really likely to buy if you *are* interested in the sport, so generally, there shouldn't be a problem, and it can't be allowed detract from what is one of the most accurate sports sims around. ^R

2nd opinion

PLAYING *JOHN MADDEN '92* YONKS AGO ON THE MEGA DRIVE GAVE SOME USEFUL GAMEPLAY HINTS, AND *NFL '98* TURNED OUT TO BE A VERY DECENT AMERICAN FOOTBALL SIM. THE HIGH POINT OF THE GAME IS OBVIOUSLY THE PIN-SHARP HI-RES DISPLAY, WHICH POINTS THE WAY FOR SOME VERY COOL-LOOKING N64 GAMES IN THE FUTURE... ANDY McDERMOTT



LET'S SEE, CLOSE UP... OH MY GOD! THEY'RE ALL ALIENS! LOOK AT THEIR EYES! IT'S AN INVASION! SOMEONE CALL WILL SMITH!

other sports sims to shame!

64 THE BOTTOM LINE

Controls



ALL THE CONTROLS ARE SPECIFIC DEPENDING ON WHAT PLAYER YOU ARE USING IN WHAT SITUATION. THERE ARE FAR TOO MANY COMBINATIONS TO LIST!

Alternatives

ISS 64: Konami (£64.99)
Reviewed: Issue 3, 91%
John Madden 64: EA
Not yet reviewed

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

80%

Summing up:

ULTIMATELY A GAME ONLY FOR FANS OF AMERICAN FOOTBALL, OR THOSE WHO ARE WILLING TO LEARN.



Ninfo



Publisher: Hudson Soft Game Type: 3-D platform puzzle Release Date: Out now (import)
Developer: Hudson Soft Origin: Japan Price: £69.99 (import)

Another old **FAVOURITE** gets the 3-D treatment – **BOOM** or **BOMB**?



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BAKU BOMBERM



IN THE NAME OF GOD, WHAT have they done? But more of that later.

Baku Bomberman is the 22nd, so we're told, variant of the classic multi-player *Bomberman* game. Depending which old saddy you talk to, the definitive version comes either from the PC Engine (*Bomberman '94*) or the Super NES (*Super Bomberman*). But how come these 'definitive versions' are so old?

Because Hudson have to *fiddle*, that's why. They can't leave well enough alone. They have to 'improve' each new version, tweaking

and twiddling and nipping and tucking, just to show that they're paying their programmers to *do* stuff rather than just sit around drinking coffee for six months before porting the code for the last *Bomberman* game straight onto a new platform.

It's this kind of incessant meddling that completely screwed up *Super Bomberman 2* on the SNES. All the ingredients were there, but for some

reason the designers decided not just to add new power-ups and features, but to tinker with the old ones as well. The results were predictably disastrous – fans of *Super Bomberman* instantly loathed the pointless changes and went back to the original. There were no three hour post-work sessions on *Bomberman 2* in the old *Super Gamer* offices, put it that way.

It doesn't look like there'll be any on *Baku Bomberman* either. However, as a letter this issue points out, games shouldn't be reviewed on the basis of the multi-player game alone, so we'll kick off with that. Inevitably, the N64 upgrade's Story Mode moves things into 3-D a la *Mario 64*, so no surprises there. As far as we can tell from the intro and cutscenes (all the text – of which there is a surprising amount – is in Japanese, and to date my limit is writing 'Anude Makuderumotu' in katakana), a gang of evil Space Bombermen have sucked some kind of bubbly blue power source from Bomberworld and are using it to nuke the inhabitants from

\$64,000 Question

- IMAGINATIVELY WILD LANDSCAPES
- CLEVER PUZZLES
- CUSTOMISABLE BOMBERMEN
- BATTLE GAME A LET-DOWN
- ANNOYING CAMERA ANGLES
- CAN GET FRUSTRATING

Memory Options

MEMORY:
THREE GAME SAVES
CONTROLLER PAK:
ADDITIONAL SAVED POSITIONS, PLUS CUSTOM BOMBERMEN!



THE START OF THE GAME. BOMBERMAN THOUGHT SOMETHING ODD WAS HAPPENING, BUT COULDN'T QUITE PUT HIS FINGER ON IT.



THE SWITCHES HERE NEED TO BE HIT BY BOMBS TO OPEN THE LEVEL EXIT – AND LAVA BOMBS ARE FALLING ALL THE TIME!

Hudson's meddlers have ste

Baku Bomberman



DEAD PLAYERS IN THE BATTLE GAME CAN COME BACK AS GHOSTS (LIKE BLACK) AND CAUSE TROUBLE FROM BEYOND THE GRAVE.

BAKU BOMBERMAN WAS SUPPLIED BY THE VIDEO GAME CENTRE, (01202) 527314.



Bombs & Us

BOMBERMAN HAS A VARIETY OF EXPLOSIVE DEVICES AT HIS DISPOSAL, AS WELL AS NUMEROUS POWER-UPS. BUT WHAT DO THEY DO?

BOMB

BOMBERMAN'S BASIC WEAPON. HE STARTS OFF WITH TWO WEEDY EXAMPLES, BUT CAN QUICKLY UPGRADE BOTH NUMBERS AND STRENGTH.



TIME BOMB

SAY GOODBYE TO SHORT FUSE

DILEMMAS WITH THESE. THEY ONLY DETONATE WHEN FIRED USING THE Z TRIGGER, AND, CAREFULLY PLACED, LET BOMBERMAN BOUNCE OVER GAPS.



SUPER BOMB

SOMETIMES YOU REALLY NEED A BIT MORE STRENGTH, AND THESE BABIES DELIVER! THEIR BLUE FIREBALLS ARE POWERFUL ENOUGH TO BRING DOWN BUILDINGS.



EXTRA BOMBS

EACH ONE OF THESE COLLECTED LETS BOMBIE DUMP ANOTHER BOMB IN HIS WAKE, TO A MAXIMUM OF EIGHT.



POWER BOOST

EXPANDS THE BLAST RADIUS OF EACH BOMB. JUST BE CAREFUL YOU AREN'T CAUGHT IN IT YOURSELF...



HEART

SHIELDS YOU FROM EXPLOSIONS. IF YOU'RE FAST ENOUGH, YOU CAN CATCH THE HEART AGAIN AFTER BEING HIT FOR NEAR-INFINITE PROTECTION.



BLUE GEMS

COLLECTING ENOUGH OF THESE GIVES YOU EXTRA CONTINUES.



PURPLE GEMS

WE HAVE NO IDEA WHAT THESE ARE FOR, FRANKLY...



AN

the comfort of their floating space, erm, mountains. Our pom-pommed hero takes it upon himself to sort out the miscreants, using his talents for lobbing bombs around.

To begin with, Bomberman can enter any of four worlds – 'Green Garden', a castle; 'Blue Resort', a water-filled Venetian town; 'Red Mountain', a lava-spewing volcano; and 'White Ice', a vertiginous snowy mountain. Each world is split into smaller sections, which have to be conquered to progress. Once the first part of the world is finished there is a sub-boss to blast to hell, then a second adventure section before the mountain's final monster must be



PLANT A BOMB UNDER THESE BLOCKS, THEN RUN ONTO IT BEFORE THE EXPLOSION FOR A GENUINE HIGH!



vanquished. Nuke all four beasties and the villains' lair, 'Black City', can be reached.

SPHINCTER BOY

Bomberman is a bit useless as a hero – any obstacle larger than a single step confounds him, which is pretty pathetic as even Davros could manage that! Luckily he has a trick up his sphincter, being able to poo out bombs. Well, they appear between his legs, so draw your own conclusions

about where he keeps them! Well-placed bombs can blow up enemies, destroy obstacles and reveal



JUST TO MAKE THINGS POINTLESSLY HARD, THIS STAGE HAS TO BE PLAYED LOOKING UP FROM UNDERNEATH – WHICH REVERSES YOUR CONTROLS!

pped in again!

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TIME



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COLLECT ITEMS OF APPAREL IN THE GAME, THEN CUSTOMISE YOUR OWN PERSONAL BOMBERMAN!

power-ups, which turn the basic fizzing sphere of doom into more versatile, but still equally destructive, tools of boominess.

Much of the problem-solving aspect of the adventure comes from working out where to put your bombs for maximum effect. Power-ups are revealed by blasting trees, crates,



ONE OF THE HUGE GEMS BOMBERMAN NEEDS TO COLLECT ON THE GREEN GARDEN STAGE. LIFE'S NEVER THAT EASY, THOUGH – TOUCH IT AND A BIRD SNATCHES IT AWAY!



IF AN ENEMY HITS BOMBERMAN, HE GETS STUNNED. THIS LASTS FAR TOO LONG, THOUGH – SOMETIMES OVER TEN SECONDS – AND IS ONE OF THE MOST INFURIATING PARTS OF THE GAME.

stalagmites and blocks, and discovering particular power-ups is vital to progress – so destroy everything in sight! The residents of the mountains obviously aren't keen on this Semtex-powered redecorating – only a few of them actually go all-out to kill you, but the bumbings of the others can easily knock Bomberman off a ledge or into a lake. Death follows quickly.

The camera control system is a lot simpler than that of *Mario* or *Goemon*. Instead of being free-floating, the camera can be rotated around



THE GEM IS DUMPED ATOP A TEMPLE, GUARDED BY A MAD NINJA BLOKE. HEY, WE NEVER SAID IT WAS A SANE GAME.

Baku Bomberman is the



THE PILLAR ON THE NARROW PLATFORM HIDES A SHIELD POWER-UP. REACHING IT COULD BE A PROB, MIND.

Bomberman to any of the eight main compass points, then zoomed in or out. In some ways this makes things easier – because the camera doesn't automatically track behind you, you don't have to make continual adjustments to your course with the analogue stick – but at the same time it can make some parts of the game very difficult. Bomberman is constantly disappearing behind walls and obstacles, and there are some parts of the game where no matter what angle you use, it's all but impossible to make out what's going on. There is no height adjustment either; you are always looking down on the game from a lofty angle, which again makes some parts of the game hard to see. When you're messing about with high explosives, a clear line of sight is usually a help...

WHAT'S THE STORY, MORNING GLORY?

At first, I had a real problem with *Bomberman's* Story Mode, because there were some parts of the levels where it seemed impossible to make progress. Case in point: the very start of Blue Resort, where water all around provides instant death, and the only way off the small platform where you

begin is a raised bridge. No matter what I did, no matter how many enemies I killed, no matter what power-ups I collected, the bridge could not be lowered. After a couple of days of not being able to get off this part of the level, I was all in favour of giving *Baku Bomberman* a mighty slating... until, entirely by chance, I discovered that you can pump up bombs (by holding them and repeatedly tapping the A button) and increase their power. Big bomb on bridge, explosion blows bridge down... problem solved! I mention this for the benefit of anyone buying the Japanese import game, because this feature isn't pointed out anywhere in the manual, even with an illustration.

Once past this minor snag, the game improves a lot. Not being able to jump is ultra-frustrating at first, but when you get past the initial annoyance it concentrates the mind because you know there has to be some clever way of using bombs to get past a problem. If there's a gap, you can slide bombs into it and bounce off the tops of them. A platform with no obvious way of reaching it? Look for objects that can be blown over with big bombs to create new pathways, or switches that you can lob bombs at to trigger. Once you grasp this, avoiding death becomes a matter of your own skill, or lack thereof, and what was initially a puppy-kickingly infuriating game becomes a lot more fun. Dying still makes you want to punt Rover out of the window, though!

BOMBED OUT

Then there's the multi-player game, which brings us back to the opening line of the review. Hudson's meddlers have stepped in again! Obviously the old top-down game has given way to

Neighbourhood Death Watch



SPYING AN OPEN WINDOW, BOMBERMAN HEAVES A FULLY PUMPED-UP BOMB THROUGH IT...



...WHERE, TO NOBODY'S SURPRISE, IT EXPLODES, WRECKING THE BUILDING...



...AND PITCHING THE LUCKLESS OCCUPANTS OUT ONTO THE STREET, WHERE THEY DIE SCREAMING...



...LETTING HIM PILFER GEMS FROM THEIR REMAINS. HEY, THEY WON'T NEED THEM WHERE THEY'RE GOING!

first *Bomberman* game where the one-player game is the best part



3-D, but other less-welcome changes have also been made to what was one of the most simple and perfect multi-player games ever. The number of destroyable blocks, which dish out power-ups, have been reduced to make the arenas a lot more open. Instead of blasting your way toward your opponents, then using cunning, nay, evil and sneaky tactics to catch them in a bomb blast, now you just run around chucking bombs madly until everyone but you is dead.

Although some of the more confined arenas do offer limited opportunities for tactical play, most of the time it's just a mad race around, bombs flying and sliding hither and yon, until there is only one Bomberman (or Bomberwoman, as the game now offers sexual equality!) left standing. Some people might like the frantic pace of the new battle game. I don't. It's fun for short bursts, but the addiction of old isn't there. This is a great shame, but that's progress for you. *Baku Bomberman* is the first *Bomberman* game where the one-player game is the best part.

It's lucky, then, that the Story Mode is so playable. As well as the basic beat-the-bosses adventure, there are all kinds of secrets to



AS TIME RUNS OUT, THE BATTLE ARENAS EITHER CLOSE IN, BOMBARD PLAYERS WITH LAVA OR SINK BENEATH THE WAVES!

uncover – find the right items, for example, and you can customise your Bomberman and save him (or her) out to a Controller Pak to use in multi-player games!

Baku Bomberman is a mixed bag of gelignite; while the battle game is disappointing (especially in comparison to the SNES game – sorry, P Jarman (see this issue's letters), it had to be done), the one-player game is a lot better than I expected. As a 3-D platformer it's no *Mario 64*, but as an arcade-style puzzler, it's a blast!



2nd opinion

UNLIKE ANDY, I ACTUALLY LIKED THE MAD MULTI-PLAYER GAME, BECAUSE IT'S SO FRENZIED YOU CAN'T RELAX FOR A SECOND! THE ADVENTURE PART OF BAKU BOMBERMAN ISN'T BAD EITHER, BUT THERE ARE SOME ANNOYING BITS, LIKE STOPPING TO WORK OUT A PUZZLE ONLY TO BE FRIED BY A LAVA BOMB. STILL, THAT'S PAR FOR THE COURSE! LOZ COOPER



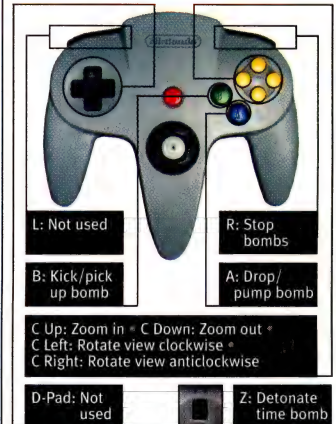
THE MID-BOSS OF RED MOUNTAIN (NASTY COFFEE, BY THE WAY) HAS A SHIELD THAT STUNS BOMBIE IF IT HITS HIM. IF HE CATCHES YOU IN THIS STATE, HE'LL LOB YOU INTO THE LAVA!



THIS ICE SLIDE IS FULL OF LETHAL HOLES, BUT TO COMPLETE THE LEVEL YOU'VE GOT TO NEGOTIATE IT...

64 THE BOTTOM LINE

Controls



Alternatives

Super Mario 64: Nintendo (£59.99)
Reviewed: Issue 1, 95%
Ganbare Goemon: Konami (import)
Reviewed: Issue 5, 70%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

81%

Summing up:
AN ENTERTAINING 3-D PUZZLE ADVENTURE, LET DOWN BY THE DISAPPOINTING MULTI-PLAYER GAME.

Ninfo



Publisher: THE Games
Developer: Boss Game Studios
Game Type: Origin
Racer: USA
Release Date: 21 November
Price: £59.99

TOP GEAR RA

58



MOVE over *Sega Rally* – the N64 can now **CUT** it in the racing world with its first good off-road **RACER!**

64 SIZZLER

IT'S HIGHLY unlikely that you've ever zoomed along narrow country lanes at extremely illegal speeds in a rally-spec Ford RS 200,

Memory Options



MEMORY:
NONE
CONTROLLER PAK:
SAVES SETTINGS,
CHAMPIONSHIP
RECORDS AND
CUSTOM PAINT
JOBS

given that they're about as common as Scottish Tories. Well, I have (courtesy of a successful game designer who shall remain nameless until the statute of limitations on motoring offences comes into effect), and take it from me, it was a bloody terrifying experience! While no videogame will ever be able to recreate the feeling of your stomach and its contents being pancaked against your spine under full acceleration or the buttock-clenching fear that the next blind corner you go around will turn out to be occupied by the arse

end of a John Deere, *Top Gear Rally* nevertheless delivers similarly sweat-dripping thrills. And you don't have to pay insurance premiums that could buy a house!

If you were watching someone playing the game in a shop, you probably wouldn't be that impressed. At first, *Top Gear Rally* doesn't seem especially fast. Although one of the first two cars available is an Escort Cosworth, it ambles around the track

more like an Escort Popular 1.1 with beaded seat covers and a nodding dog on the parcel shelf. It would be very easy to make the mistaken assumption that this was all the game has to offer.

Luckily, it isn't. Playing the Championship game, you fight your way from the back of a 20-car grid around a number of exceptionally long courses – winning a season of races opens up new tracks and, more importantly, lets you take the wheel of new and increasingly fast cars. Although the cars aren't actually named in the game, presumably for

Top Gear Rally is a must for all

\$64,000 Question

- + SUPERB CAR HANDLING
- + REALISTIC GRAPHICS
- + CUSTOM PAINT JOBS
- + HUGE TRACKS
- REPETITIVE MUSIC
- ANNOYING ENGINE SOUNDS



THE CARS ARE ACCURATELY MODELLED, RIGHT DOWN TO THE SNOW IN THE TYRE TREADS!



THIS SHORTCUT ACROSS THE BEACH ON THE FIRST TRACK IS A HANDY TIMESAVER. SHORTCUTS ARE UNMARKED, SO YOU HAVE TO FIND THEM FOR YOURSELF!

legal reasons, the two-letter codenames sort of give things away. After five seasons, some of the cars on offer include the aforementioned Cosworth, a Lancia Delta, a Porsche 959, BMW's M3 and a Nissan Skyline GT-R, all of which can be customised using TGR's built-in paint shop.



REALISTIC SKIDS AND POWERSLIDES COME AS STANDARD WITH THE JAMAICAN-FLAVOURED PAINTWORK.

LLY

SPEED BUGGY

Once you've moved on from the initial selection of cars, the speed picks up very quickly, to the point where you start to worry that you're going *too* fast! The in-car camera, in particular, is almost enough to induce motion sickness as you blast along some extremely bumpy tracks, and you don't need a Rumble Pak to feel the impact if you hit a wall head-on.

The great thing about *Top Gear Rally* is that, for the first time on the N64, the cars handle in a realistic way. Even though it's still an arcade game at heart – you can barrel-roll your car down a cliff then carry on racing with hardly a pause – you can feel the weight of the cars as they plough round bends, and have to learn just how much opposite lock to put on to get round a corner in a crowd-pleasing powerslide instead of slamming side-on into a rock!

The cars themselves are brilliantly modelled – not just in the sense that



KEEP AN EYE OUT FOR INDICATIONS OF A SHORTCUT – THIS DIRT TRACK CUTS OUT SEVERAL TIGHT CORNERS.



GLUG! WHEN WE SAY THAT *TOP GEAR RALLY* LETS YOU GO OFF THE ROAD, WE REALLY MEAN IT!

they're immediately recognisable as their real-world counterparts, but also in how they perform on the road. They lean on their suspension as they go round corners, handle differently through turns depending on whether they're front- or rear-wheel drive, and even have different centres of gravity. There's a hump on the first course which sends the cars into the air – if you take it at full pelt in the mid-engined RS 200 or the rear-engined Porsche, your vehicle will actually start to tip backwards in mid-air with the weight of the engine!

petrolheads



TOP GEAR RALLY'S TWO-PLAYER GAME CAN BE FUN, BUT DETAIL – AND THE RESPONSIVENESS OF THE CARS – IS DOWN.



THE INSTANT REPLAY SHOWS THE LANCIA DELTA CRASHING BACK ONTO THE TRACK AFTER TAKING A SHORTCUT ACROSS THE GRASS.



WELL, THERE HAD TO BE ONE, DIDN'T THERE? IT'S PROBABLY SOME SORT OF BALLOON EQUALITY LAW.



MOST TRACKS ARE BROKEN UP BY TUNNELS – THIS ONE, IN THE JUNGLE, IS FULL OF SPOOKY STATUES.

Even though nothing actually stops your car permanently (well, almost nothing, but more on that later), *Top Gear Rally* doesn't skimp on showing the damage inflicted on the luckless motor. The body caves in under impacts, the full garage-pleasing

effect shown at the end of each race when what's left of your car is mounted on a turntable and every dinged, dented and downright destroyed panel is displayed for the whole world to ridicule. If you're an especially bad driver, it's possible to



WHEN WINTER COMES, THE COURSES CHANGE DRAMATICALLY – THIS LAKE IN THE JUNGLE ACTUALLY FREEZES, SO YOU CAN DRIVE ACROSS IT!



TOYOTA CELICA



ESCORT COSWORTH



ISUZU, ER, SOMETHING



LANCIA DELTA



BMW M3

The Car's The Star



EDDIE 'THE EAGLE' EDWARDS BITTERLY REGRETTED HIS SIDWAYS MOVE INTO MOTORSPORT.

halve the width of your car through repeated sideswiping, leaving it looking like something ZZ Top might drive around in! Damage even affects your car's performance, bent (and unaerodynamic) panels slowing you down and making the steering pull to one side.

WEATHER 'TIS NOBLER

This sort of attention to detail is what sets *Top Gear Rally* apart from its rivals. Although the amount of



THIS NASTY DOUBLE HAIRPIN ON THE MOUNTAIN TRACK CAN BE TAKEN AT FULL PELTS IF YOU CAN CONTROL YOUR SKID.



IF YOU CAN'T CONTROL YOUR SKID, YOU MIGHT NEED TO CHECK INTO THIS MOTEL TO CHANGE YOUR PANTS!

trackside detail is fairly sparse (the scenery is only occasionally broken up by buildings, landmarks and – quelle

surprise – hot air balloons) it's a lot more convincing than *Multi Racing Championship's* grainy roadside clutter, and gives the feeling of being on a real road rather than an amusement park ride. The care put into the game even extends to the different race conditions – unlike *MRC*, it really does make a difference when the climate changes (the graphical changes when snow falls are so extensive you'd barely think they were the same tracks) and although *Top Gear Rally's* night driving still isn't up to the level of *PlayStation V-Rally*, you can't fail to be impressed by the way the rear number plates of the cars in front



THIS IS SUPPOSEDLY NIGHT. IT'S PROBABLY ONE OF THOSE 'HOLLYWOOD NIGHTS' CREATED BY PUTTING A BLOODY BIG LAMP ON A POLE.

Brings new levels of racing



WOOOAAH! WHERE'S MY LUNCH? OH, THERE ON THE WINDSCREEN.

Do The Max

YOU CAN MAKE YOUR CAR LOOK LIKE AN ESCAPEE FROM *MAX POWER* MAGAZINE BY USING THE PAINT SHOP OPTION TO CUSTOMISE YOUR LIVERY! ADOBE PHOTOSHOP IT AIN'T, BUT IF YOU'VE EVER HAD THE URGE TO DRIVE AROUND IN A LIME GREEN MOTOR WITH DAY-GLO ORANGE STRIPES, BE SPONSORED BY THE WORLD'S BEST N64 MAG (AS IN OUR EXAMPLE) OR JUST PLASTER RUDE WORDS ALL OVER YOUR CAR, HERE'S YOUR OPPORTUNITY!

HINT FOR NINTENDO, THOUGH – IF *MARIO ARTIST* ON THE 64DD IS GOING TO USE THE ANALOGUE STICK AS A PAINTING TOOL, IT'S GOING TO BE COMPLETE ARSE...



Top Gear Rally



NISSAN SKYLINE



PORSCHE 959



RS 200



TOYOTA SUPRA



SCIENTISTS DISCOVERED THAT THE GENE THAT MAKES CATS ALWAYS LAND ON THEIR FEET COULD BE TRANSFERRED TO CARS.

send the glare of your headlights right back at you.

Top Gear Rally brings new levels of racing realism to the N64, and though it has a few flaws – annoying and not terribly believable engine noises for one, plus lap time readouts that obscure certain corners and an infrequent but infuriating bug where some cars can end up stuck against walls on their noses after a crash, unable to move and requiring the race to be restarted – it's still several laps ahead of *Multi Racing Championship*, which will annoy all those impatient N64 owners who rushed out and bought *MRC* because they were desperate for a racing game.

realism to the N64

Persistence pays off with *Top Gear Rally* – once you're past the initially disappointing early stages, you end up with an extremely exciting and playable racer where all aspects of the cars can be fiddled with to your heart's content. With more and bigger



FLIPPING YOUR CAR OVER ON AN EMBANKMENT RIGHT IN FRONT OF A BRIDGE ABUTMENT IS NOT RECOMMENDED.



TOP GEAR RALLY IS THE SECOND GAME THIS ISSUE WITH A LIGHTHOUSE, BUT IT DOESN'T TRANSFORM INTO A SPACE ROCKET OR ANYTHING.

tracks than *MRC* (five in all, plus mirror versions and variable weather conditions that drastically change how each course has to be raced) as well as infinitely more realistic car handling and a far higher challenge level, *Top Gear Rally* is a must for all petrolheads. THE Games should be congratulated for grabbing this for European release – if you want a racing game that doesn't feature

cuddly cartoon characters, *Top Gear Rally* is the only thing on the track.



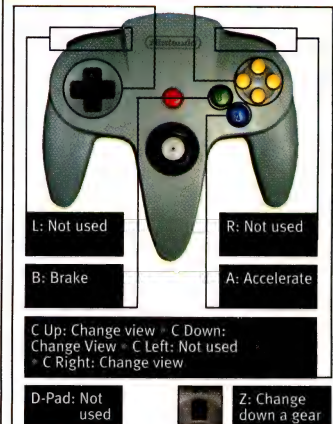
2nd opinion

BEING A MAN WHO'S DRIVEN A FEW CARS AT HIGH SPEED IN HIS LIFE, I CAN SAY THAT *TOP GEAR RALLY* IS THE NEAREST THING YOU'LL GET TO LOSING YOUR LICENCE ON A NINTENDO! IT MAKES *MRC* LOOK TOTALLY PATHETIC, AND HAS ENOUGH HIDDEN STUFF AND SMART CARS TO KEEP ANY TRUE RACER OCCUPIED FOR A LONG TIME. HIT THE ROAD! LOZ COOPER



64 THE BOTTOM LINE

Controls



Alternatives

MRC: Ocean (£59.99)
Reviewed: Issue 5, 67%
F1 Pole Position: Ubi Soft (£59.99)
Reviewed: Issue 6, 88%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

90%

Summing up:
GREAT FUN TO PLAY, AND THE MOST REALISTIC RACER ON THE N64 BY MILES!

Ninfo



Publisher:
Developer:

Midway
Midway

Game Type:
Origin:

Beat 'em up
USA

Release Date: Out now (import)
Price: £54.99

62

MACE: THE DARK AGE

Finally a **PROMISING** beat-'em-up arrives for the N64! Don your **BATTLE** armour, grab your **BROADSWORD**, and get ready to **RUMBLE**!

Memory Options

MEMORY:
NONE
CONTROLLER PAK:
N/A



\$64,000 Question

- IMPRESSIVE STATIC GRAPHICS
- FAST GAMEPLAY
- GAMEPLAY IS VERY LINEAR
- DOESN'T BREAK ANY NEW GROUND



IT APPEARS THE CUSTOM these days with beat-'em-ups is to come up with an elaborate plot to explain why several



HOW THE HELL DOES HE MANAGE TO DO THIS WEARING A FULL SUIT OF ARMOUR?

heavily armed individuals are set on knocking seven piles of poo out of each other – and *Mace The Dark Age* is no exception.

The plot here is curiously reminiscent of *Soul Blade* on the PlayStation, where players, good and

evil, battled to seize the mystical sword 'Soul Blade' (hence the name). In *Mace*, the players, good and evil, battle to seize the mystical 'Mace' (hence, etc). Presumably they've all lost their magical 'Pepper Spray', and need a replacement. Apparently the Mace is endowed with 'necropotic' energy (whatever the hell that is) which offers the promise of everlasting life and unbridled power, providing the bearer doesn't mind feeding off the despair, disease and poverty of others (sounds like my old flatmate!).

JACKANORY TIME!

Basically, the story begins as we learn about each of the character's backgrounds, and then at the end we find out what happens when they succeed or fail, plus there's also a



ONE NIFTY ASPECT OF THE GAME IS THAT THE SCENERY IS NOT JUST WALLPAPER, BUT CAN BE INTERACTED WITH. HERE, YOU CAN JUMP INTO THE FIERY WATER.



HMMN, NOT QUITE SURE WHAT'S HAPPENING HERE. IS KOYASHA STARING AT... ER, KOYASHA'S KNICKERS, OR AM I IMAGINING IT?

Apparently the Mace is end



OH MY GOD, HIS HEAD HAD EXPLODED! OH, WAIT, NO, IT'S JUST A FLASHY VISUAL IMPACT EFFECT. DON'T PANIC.



TAKESHI TSUNAMI DEMONSTRATES WHY IT'S NOT A GOOD IDEA TO EAT A SPICY CURRY BEFORE A BATTLE.

Mace: The Dark Age



PRACTICE MODE GIVES YOU A CHANCE TO ADMIRE THE FANTASTIC SCENERY. LOOK AT THAT BEAUTIFUL MOON!



AND THE WINNER IS... KOYASHA! TO CELEBRATE SHE BENDS FORWARD POSH SPICE-STYLE TO SHOW US HER CLEAVAGE.



AS IS CUSTOMARY WITH BEAT-'EM-UPS THESE DAYS, YOU'LL BE NOTIFIED OF ANY COMBINATIONS YOU MANAGE TO PULL OFF.

quick trading of insults between players before they fight (you know the sort of thing: "Ah, Lord Deimos, you ate the last slice of my father's Battenburg cake – for that you will pay dearly!") To which Deimos will reply, "Puny Namira! Your father's cake was putrid! I chewed it up and spat it out, just as I shall chew you up and spit you out!")

The warriors themselves are fairly impressive, each well rendered and well thought out. There's an absolute arsenal of moves, some common to all of them (such as throws) while others are more individual. There are enough basic moves and combos to keep most people happy, including a neat 'evade' button instead of a block (although most characters have a block combination), which makes the warrior jump to the side, and can be used in combination with an attack to hammer the opponent from the side.

There is also a nice height difference. For instance, Lord Deimos is a huge armoured knight, who towers head and shoulders over the sultry wench Namira, and as a result (and due to his *huge* sword) has a longer reach. Namira, on the other hand, is faster and more agile than the hulking Lord.

SOMEONE CAN'T COUNT!

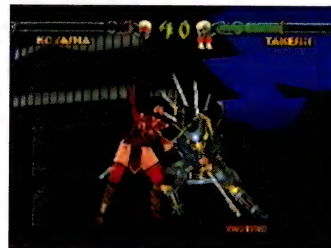
There are ten playable characters in all (not the sixteen promised on the packaging, I'd like to make clear) and they all have their own advantages and disadvantages. As mentioned already, there is the aspect of speed and reach, plus they also have different power levels (some hit harder than others, but they are usually slower) and also armour levels. The armour is one of the neat attentions to detail in the game, since not only does armour affect damage, it also affects gore. Hitting someone on their armour will hurt them, but hit them somewhere not protected by armour, and a spurt of blood will gush out! This adds more realism, as it's not a case of hit the person anywhere and get a gush of blood – you have to pick your spots.

The blood itself is quite nifty too, as when it hits the floor it stays there, and when a person with little armour on is knocked down, they leave a blood splattered mark on the floor where they landed.

Another neat detail is the scenery which is, to some degree, interactive. Initially, you'll play in an arena of

Bring On The Gore!

IT'S A BEAT-'EM-UP, SO THERE'S GOT TO BE FATALITIES. KOYASHA COMES TO GRIEF HERE AT THE HANDS – OR RATHER THE SWORD – OF TAKESHI. CURIOUSLY, IN THE FOLLOWING SCENE SHE IS REPORTED TO HAVE RETURNED HOME. IN A WHEELCHAIR PRESUMABLY? OR EVEN TWO?



ANOTHER LESS GORY FATALITY IS TARIA'S. SHE CASTS A MAGIC SPELL AND TURNS HER OPPONENT INTO A CHICKEN! MWAH HAH HAH, BOK BOK BOK.



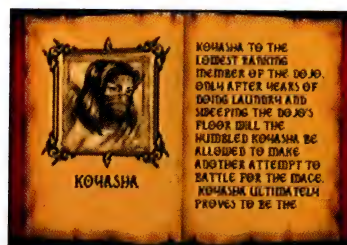
Wed with 'necropotic' energy



THE BIGGER THEY ARE... THE BETTER THEY FLY, APPARENTLY. LORD DEIMOS SEEMS TO SPEND MOST OF HIS TIME IN THE AIR.



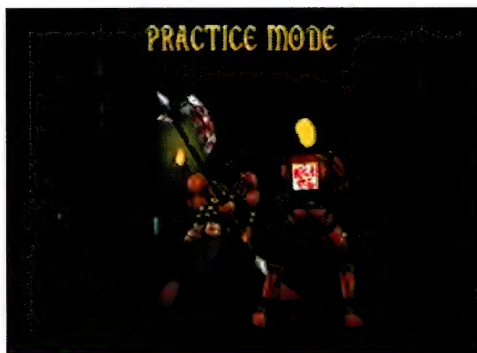
"C'MERE YOU BIG SHOW-OFF! I SUPPOSE YOU THINK THAT'S CLEVER, DO YOU? WELL, IT'S NOT, SO THERE!"



WHEN A CHARACTER IS DEFEATED, YOU'LL GET A SHORT STORY EXPLAINING WHAT HAPPENED TO THEM. PRESUMABLY THIS IS MAKE US BELIEVE THAT GETTING HORRIBLY HACKED IN TWO ISN'T FATAL?



IT'S SPANKY THE PRACTICE DUMMY! HE CAN'T SEE, HE HAS NO WEAPONS, AND HE DOESN'T HIT BACK – THE PERFECT OPPONENT!



SPANKY EVEN HAS AN AMUSING 'KICK ME' SIGN TAPED ONTO HIS BACK. WHO SAYS THAT PROGRAMMERS DON'T HAVE A SENSE OF HUMOUR?



IF YOU BLOCK AND THEN IMMEDIATELY ATTACK, YOU'LL PERFORM A MORE POWERFUL COUNTER ATTACK. LORD DEIMOS IS ABOUT TO ACHIEVE ORBIT.

64

Oy! Did You Call Me Chicken?

MACE HAS SEVERAL HIDDEN CHARACTERS, WHO CAN BE ACCESSED IN VARIOUS WAYS. ONE OF THEM IS A LITTLE UNUSUAL THOUGH; HE'S POJO, THE CHICKEN FROM TARIA'S FATALITY. SURPRISINGLY, HE'S PRETTY HARD FOR A CHICKEN – HE CAN THROW THE HUGER PLAYERS WITH NO DIFFICULTY, AND HE'S SO SMALL THAT THEY FIND IT HARD TO HIT HIM. IN FACT, THE ONLY CHARACTER IN TWO-PLAYER MODE WHO STANDS A CHANCE OF BEATING POJO IS... ANOTHER POJO! TO FIND OUT HOW TO PLAY AS POJO, AND THE OTHER HIDDEN CHARACTERS, CHECK OUT OUR MACE GUIDE IN CHEAT CENTRAL.



some sort, but it is possible to move out of the arena and still fight (so there's no 'ring out'). This means your characters can end up fighting in water, or even on two levels if one of you manages to take the high ground (which as every good tactician knows is essential in battle). On some levels the water is acidic or electrified, on others the water itself is fine but under the water small spikes rise and fall to impale unwary combatants.



IF YOU MOVE BEHIND ANY SCENERY – A PILLAR FOR EXAMPLE – IT RATHER USEFULLY BECOMES TRANSPARENT.

Duck!

A worthy feature of the game are the pieces of scenery that can be used to your advantage, such as the swinging pendulums in the Executioner's level, which will slash players who move into their path (in one match, the computer-controlled Executioner had knocked over the human player, and as he pulled his axe back for a killing blow, he got carved in two by the pendulum – excellent!)

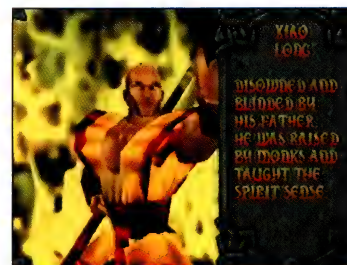
One detail in *Mace* which definitely deserves a mention is the practice mode, and the character of Spanky. Usually in practice modes, you'll simply face off with one of the game characters who will stand there and let you hit them. In *Mace* though, you fight with Spanky the practice dummy, who is an amusing character made of wood with a target on his chest, a Smily for a face, and a 'kick me' note pasted to his back. He makes the practice more interesting, as he behaves like a game opponent in that he'll advance and retreat depending

on what you do, and he'll watch what you do too, but he doesn't hit back. This is much more useful than a character which stands still, you hit, and they fall over – Spanky reacts properly to hits, so he'll take damage and not fall, and to knock him down you'll need to do an effective technique. It's also nice to see that *Mace* has a sense of humour!

BUT...

Okay, sounds good so far, so what's the problem? Well, there is no real single problem as such, just loads of little niggles. There's the animation to start with, which, although fast, seems to have been made speedy by

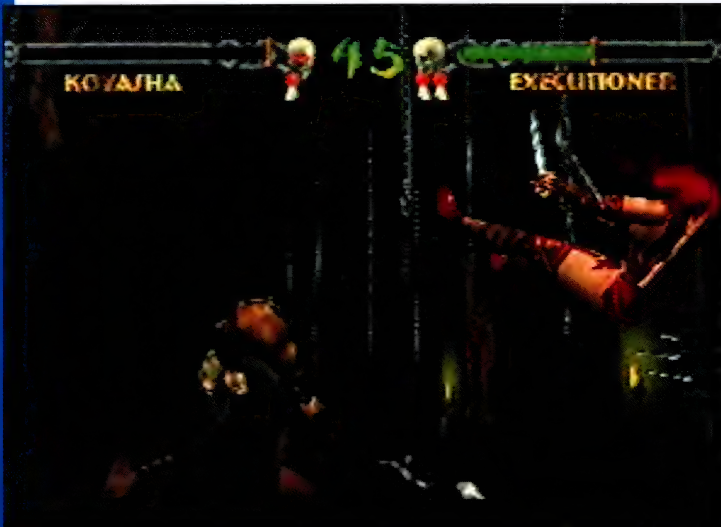
Even on easy,



EACH CHARACTER GETS TO STRUT THEIR FUNKY STUFF IN THEIR OWN PERSONALISED INTRODUCTION.



"I'LL FIX YOU MR EXECUTIONER... HAVE ONE OF MY GLOWING BLUE SHURIKEN THINGIES, YOU HOODED MENACE YOU!"



OH DEAR... KOYASHA APPEARS TO HAVE LOST HER HEAD! OH WELL, AT LEAST SHE DOESN'T HAVE TO WORRY ABOUT DANDRUFF ANY MORE!

Mace: The Dark Age



AS YOU COMPLETE EACH LEVEL, YOUR PROGRESS IS MARKED BY YOUR OPPONENT'S HEAD IMPALED ON A SPIKE – VERY TASTEFUL!

cutting down on the frames of animation, rather than speeding the whole process up. This isn't always noticeable, it's only on certain techniques that there's a real problem, but it is a problem.

Then there's the sequence of levels – they are always the same! You always start on Mordos Kull's battlefield and work your way through the levels in the same order. Yawn.

Finally, there's the difficulty level. Even on easy, it's bloody hard! And it's not just the opponent difficulty. As with many beat-'em-ups, each character has their own fatality move – the only problem is that it's incredibly hard to achieve. This is basically because you get no time at all to perform it. It is incredibly frustrating to practice the fatality

it's bloody hard!

combinations until you get them perfect, and then have your opponent fall over while you're half way through the technique! Okay, that's a small



EVERY CHARACTER HAS THEIR OWN ENERGY WEAPON – HERE KOYASHA PLUGS MORDOS INTO A TWELVE VOLT ELECTRICAL SOCKET.



GET KNOCKED OFF A PLATFORM, AND YOU'LL FIND YOURSELF IN A POSITION WHERE THE ONLY THING YOU CAN HIT IS HIS FEET.

moan, but it's still a moan!

What it basically comes down to is playability. The linear gameplay and the format of the game means that the play starts to get repetitive. Much as I hate comparing N64 games to anything on another format, it has to be said, that – barring the armour/blood detail and of course Spanky the dummy – there is nothing new here. That doesn't mean to say that this isn't a good game. If you're looking for an N64 beat-'em-up then this is best example of the genre so far. It's just a shame that it couldn't have made more use

of the N64's capabilities. To sum up; it's a fairly good-looking, playable beat-'em-up, but it's doubtful whether it will have any long-term appeal. That



THE HUGE GREY BLOKE IS CALLED GRENDA. HE'S BIG, HE'D BAD AND HE CARRIES A HAMMER (SCARY!)

said though... it is a beat-'em-up, and it's on the N64, so sales are probably guaranteed!

MACE: THE DARK AGE WAS SUPPLIED BY SKILL ACADEMY; (0181) 567 9174.



THE SUN'LL COME OUT... TOMORROW! BUT NOT FOR SPANKY THE PRACTICE DUMMY, WHO'S JUST LOST HIS HEAD!

2nd opinion
THE BEST BEAT-'EM-UP ON THE N64! WHICH BY THE STANDARDS OF ANY OTHER CONSOLE WOULD PUT IT ABOUT NINTH... *MACE* LOOKS VERY GOOD, ALMOST UP TO THE LEVEL OF *DARK RIFT*, BUT LUCKILY PLAYS A LOT BETTER. N64 FIGHTING FANS STILL DON'T HAVE THAT MUCH TO CROW ABOUT, THOUGH – *MACE* IS OKAY, BUT NOT BRILLIANT. **ANDY McDERMOTT**

64 THE BOTTOM LINE magazine

Controls



L: Evade

R: Evade

B: Quick attack

A: Quick attack

C Up: Kick + C Down: Strong attack + C Left: Strong attack + C Right: Kick

D-Pad: Move/Jump

Z: Evade

Alternatives

Dark Rift: Vic Tokai (import)
Reviewed: Issue 4, 60%
Killer Instinct Gold: Nintendo, £54.99
Reviewed: Issue 3, 75%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

76

Summing up:
IT'S THE BEST BEAT-'EM-UP SO FAR – ALTHOUGH THAT ISN'T SAYING MUCH!

65



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64

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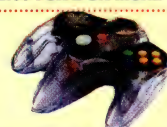


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Auto-Fire, slow motion, memory slot. Rumble pak compatible
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Get TWO POUNDS off any steering wheel if bought at the same time as any game.

MAD KATZ STEERING WHEEL

WITH PEDALS. True analogue steering, accelerator and brake.

Memory card slot. £55.99

Also available with built-in rumble facility



V3 RACING WHEEL

300 wheel rotation, adjustable wheel positioning, unique table-top or under-leg mounting option. Programmable fire buttons and separate analogue foot pedals. £62.99



VRF1 ARCADE STEERING WHEEL

Analogue wheel with programmable buttons for the ultimate driving simulation
£39.99. With Pedals £52.99



ULTRACRACER 64

Hand held steering wheel. Programmable view change button and LED display.
£28.99



TOP GEAR STEERING WHEEL

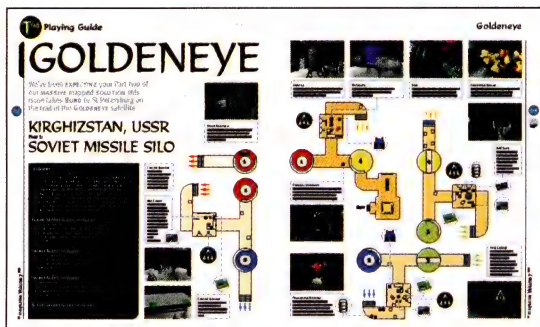
With programmable stick shift and racing pedals. Rumble pak compatible. Works on N64, PSX & Saturn. £59.99
Also available TOP GEAR PRO STEERING WHEEL. Also with LCD display, programmable keys, throttle hold & dynamic cornering £60.99



FINALLY, CHEAT CENTRAL IS TREMBLING ON THE BRINK OF MAKING IT TO A WHOLE THREE PAGES! BUT NOT QUITE. STILL, A COUPLE MORE MONTHS WITH AS MANY GAMES AS WE'VE REVIEWED THIS ISSUE, AND ALL YOUR PRAYERS WILL BE ANSWERED, ABOUT FROM THE ONE ABOUT MELINDA MESSENGER.

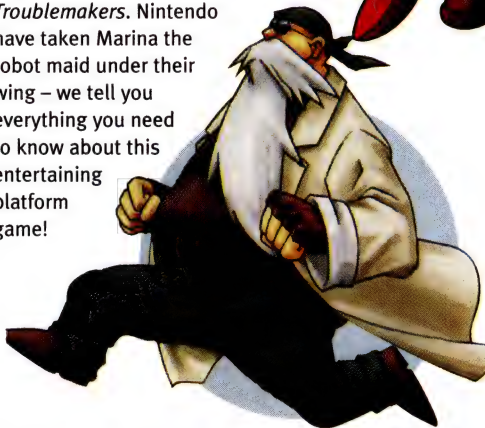
72 GOLDENEYE

Part two of our monstrous solution to Nintendo's amazing James Bond game. This issue, we guide the super-smooth spy as far as the military archives of St Petersburg – next issue, it's an all-out race to the finish!

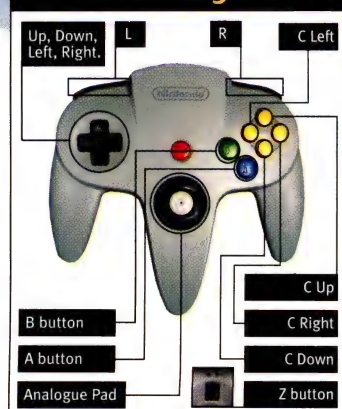


84 MISCHIEF MAKERS

Or for Japanophiles, *Go! Go! Troublemakers*. Nintendo have taken Marina the robot maid under their wing – we tell you everything you need to know about this entertaining platform game!



Pad at a glance



MACE: THE DARK AGE

PROBABLY THE BEST BEAT-'EM-UP ON THE N64 TO DATE, NOT THAT THAT'S SAYING MUCH. STILL, IT'S GOOD FUN, WHICH CAN BE ENHANCED WITH THESE SPICY CHEATS!

CHANGE CHARACTER COSTUMES



Highlight the character you want to use and press L or R, C Up, C Down, C Left, and C Right for five different costume colour schemes.

TO PLAY TWO PLAYER PRACTICE MODE

Highlight Practice on the menu screen and press Start simultaneously on both controllers. Select the desired characters, and knock each other about for as long as you like with no death! (Boring!)

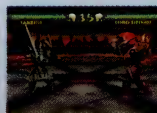
BONUS STAGES (TWO-PLAYER MODE)

To play on the bonus stages, highlight each of the characters listed in order and press Start every time, then select the character you want to play with.

STAGE

CHARACTERS

MINI GOLF COURSE	Koyasha, Mordus Kull, Takeshi
GRENDAL'S STAGE	Namira, Koyasha, Taria
GRENDAL'S STAGE 2	Mordus Kull, Taria, Ragnar
BIG HEADS	Koyasha, Al' Rashid, Takeshi
SMALL CHARACTERS	Takeshi, Al' Rashid, Ragnar, Xiao Long
RANDOM AI	Hell Knight, Xiao Long, Dregan, Namira (works in one-player)



FIGHT AS GRENDAL

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold Start and Grendal appears. Don't release start, and press Quick to select Grendal.



FIGHT AS GAR GUNDERSON, THE WAR MECH OR ICHIRO

When the first screen appears when you turn the power on, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.



FIGHT AS POJO THE CHICKEN



Successfully perform Taria's execution (doing it in two player mode is easiest). Then begin another match and highlight Taria, hold the Start button down on the selection screen and Pojo will appear. Without releasing Start, press a Quick button to select Pojo. If you're in two player select mode, they can do the same thing and it'll be Pojo against Pojo!

SELECT START STAGE (TWO-PLAYER MODE)

Highlight the desired fighter on the character selection screen and press the Start button four times to compete on their home stage, then select the character you want to fight and begin.

BONUS STAGES (TWO-PLAYER MODE)

To play on the bonus stages, highlight each of the characters listed in order and press Start every time, then select the character you want to play with.

MULTI RACING CHAMPIONSHIP

THIS SHAKY OFF-ROADER HAS NOW BEEN SURPASSED BY *TOP GEAR RALLY*, BUT JUDGING FROM ITS POSITION IN THE CHARTS LAST TIME WE WENT DOWN TO THE SHOPS A LOT OF YOU ARE BUYING IT. SO YOU'LL APPRECIATE THESE LITTLE NUGGETS.

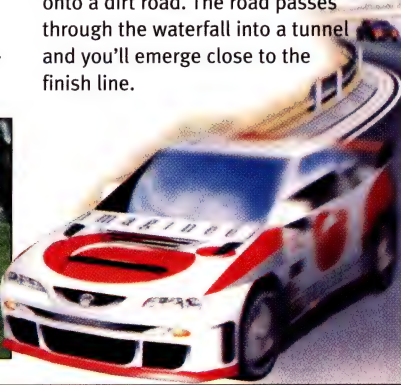
QUICK START

Hold down the A button at the beginning of the race when the countdown reaches '1'.

DOWNTOWN TRACK SHORTCUT

Drive on past the windmills and zig-zags uphill and look for the wide

turn near the waterfall. There is a tree next to a one way sign on the right edge of the track. If you drive towards the tree you should find a gap in the fence that will lead you onto a dirt road. The road passes through the waterfall into a tunnel and you'll emerge close to the finish line.



DIDDY KONG RACING

JUST A TASTER OF A CHEAT FOR THIS EXCELLENT NEW RACER - TO GET A TURBO START, PRESS AND HOLD THE ACCELERATOR AS THE WORDS 'GET READY' FADE OUT. IF YOU WANT A SUPER TURBO, WHICH JETS YOU AWAY IN A BLAST OF BLUE FLAME, PRESS THE BUTTON A FRACTION OF A SECOND BEFORE THE WORDS FADE ENTIRELY. WHO NEEDS THRUST SSC?



SLOW DOWN, MR SPEEDY!



TOP GEAR RALLY

NOT SO MUCH CHEATS AS HINTS - AS YET, WE HAVEN'T FOUND ANY PUSH-BUTTON CHEATS THAT LET YOU ACCESS NEW CARS OR TRACKS. BUT THAT'S NOT GOING TO STOP US LOOKING...

STRIP MINE COURSE

Finish season six in first place in all races.

CUPRA (ICE CUBE) CAR

Complete the six seasons of the third year.

MIRROR COURSES

Mirror courses are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

ALTERNATE CREDITS

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z. A new credit screen will be displayed.

BONUS CARS

Complete the following seasons to access displayed cars:



SEASON	CAR
2	Type CE (Toyota Celica) and Type IP (Isuzu P)
3	Type M3 (BMW M3) and Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) and Type RS (Ford RS 200)
5	Type PS (Porsche 959)
MIRROR	Milk Truck and Helmet Car

CLAYFIGHTER 63 1/3

CHEAT MODE

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.



CUH, THE GAME'S NOT EVEN OUT YET AND ALREADY WE'VE GOT THE CHEATS FOR IT! WELL, WE'RE SURE YOU'LL BE ABLE TO MAKE USE OF THESE AT SOME FUTURE MOMENT - BUT REMEMBER, NEVER BUY A GAME WITHOUT READING OUR REVIEW FIRST!



FIGHT AS DR KILN

On the character selection screen hold L and press B, Left, Up, Right, Down, A.



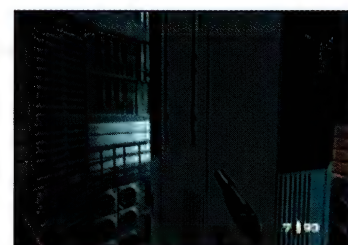
FIGHT AS SUMO SANTA

On the character selection screen, hold L and press A, Down, Right, Up, Left, B.

GOLDENEYE

We've been **EXPECTING** you! Part two of our **MASSIVE** mapped **SOLUTION** this issue takes **BOND** to St Petersburg on the trail of the **GOLDENEYE** satellite.

KIRGHIZSTAN, USSR PART 1: SOVIET MISSILE SILO



START POSITION
THIS IS THE FIRST MISSILE SILO, WHERE YOU START. THE MISSILES ARE IMPERVIOUS TO DAMAGE FROM SMALL-ARMS FIRE, SO DON'T BOTHER TRYING IT!

00 AGENT

PLANT BOMBS IN FUEL ROOMS

General Ourumov is obsessed with security and has stored highly explosive fuel in caches built into the walls of each lab within the silo. There are two caches in each room, and you must place a magnetic incendiary device on one cache from each pair. It is important to note though, that when you place the first charge, the timer starts counting down, so if you're a particularly slow player, it's advisable to place the charges *after* you've completed the other mission objectives! On Secret Agent level, you don't have to plant the bombs yourself, but be warned – the countdown to detonation begins the moment you enter the level!

AGENT, SECRET AGENT, 00 AGENT

PHOTOGRAPH SATELLITE

MI6 needs a picture of the Goldeneye satellite for their album. Use the camera provided by Q in your equipment, and make sure you're photographing the right item (don't snap the nose cone in one of the other labs by mistake).

SECRET AGENT, 00 AGENT

OBTAIN TELEMETRIC DATA

The scientists have backed up Goldeneye telemetric data on a DAT tape. Wave your gun in a threatening manner at the scientist marked on the map and he'll give it up.

SECRET AGENT, 00 AGENT

RETRIEVE SATELLITE CIRCUITRY

There are four circuit boards in the installation that are vital to the silo's launch systems. The boards are a green colour and are found in three of the labs. Pick 'em all up!

AGENT, SECRET AGENT, 00 AGENT

MINIMISE SCIENTIST CASUALTIES

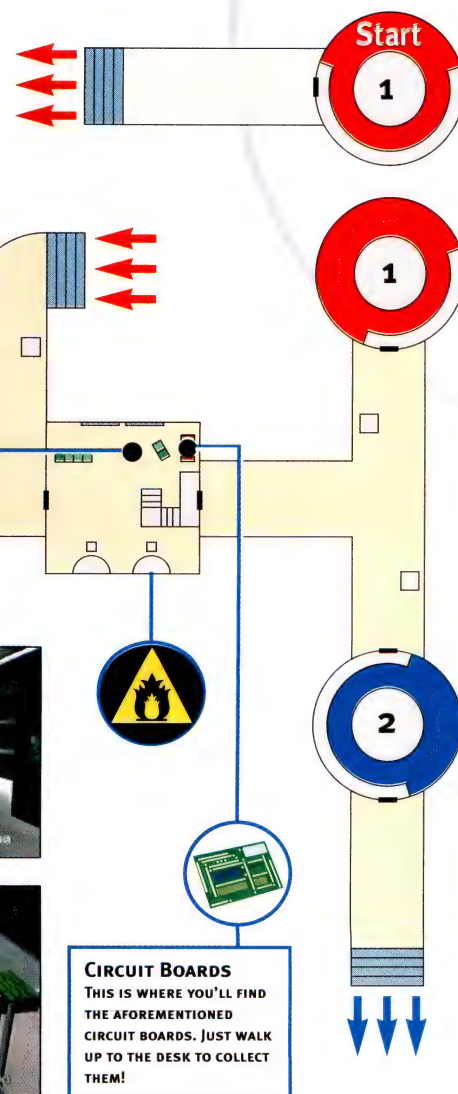
Okay, easy as pie. As with previous missions, simply *don't shoot them!*

CIRCUIT BOARDS

THE FIRST LAB CONTAINS TWO CIRCUIT BOARDS. COLLECT ALL FOUR AND YOU'LL BE ABLE TO BUILD YOUR OWN AM/FM RADIO!

KEY CARDS

TO EXIT THE LABS, YOU'LL NEED TO GO THROUGH THE DOORS AT THE TOP OF EACH SET OF STEPS. THE DOORS ARE LOCKED TO BEGIN WITH, AND THE KEY IS USUALLY HELD BY A SCIENTIST. HERE, PROFESSOR...



CIRCUIT BOARDS

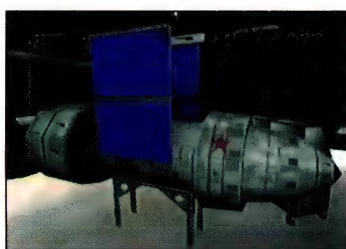
THIS IS WHERE YOU'LL FIND THE AFOREMENTIONED CIRCUIT BOARDS. JUST WALK UP TO THE DESK TO COLLECT THEM!

Goldeneye



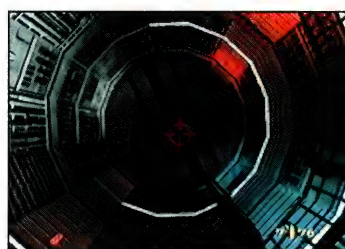
MISSILE

I KNOW IT LOOKS 'SPACE-LIKE', BUT BE ASSURED, THIS IS *NOT* THE GOLDENEYE SATELLITE. IT'S IN THE NEXT LAB UP, SO GET GOING!



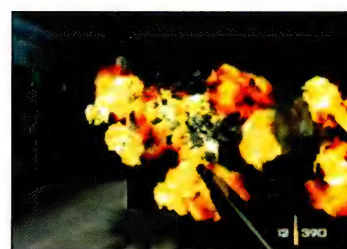
SATELLITE

NOW, THIS IS THE SATELLITE! HOW COULD YOU EVER GET IT MIXED UP WITH THAT NOSE-CONCONE THINGY?



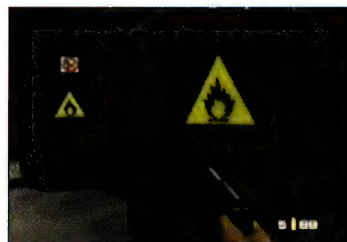
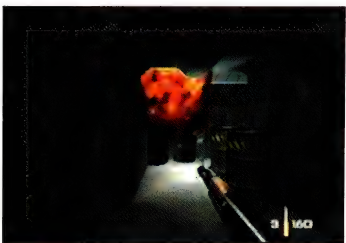
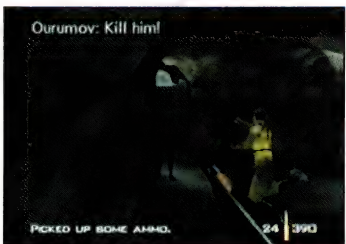
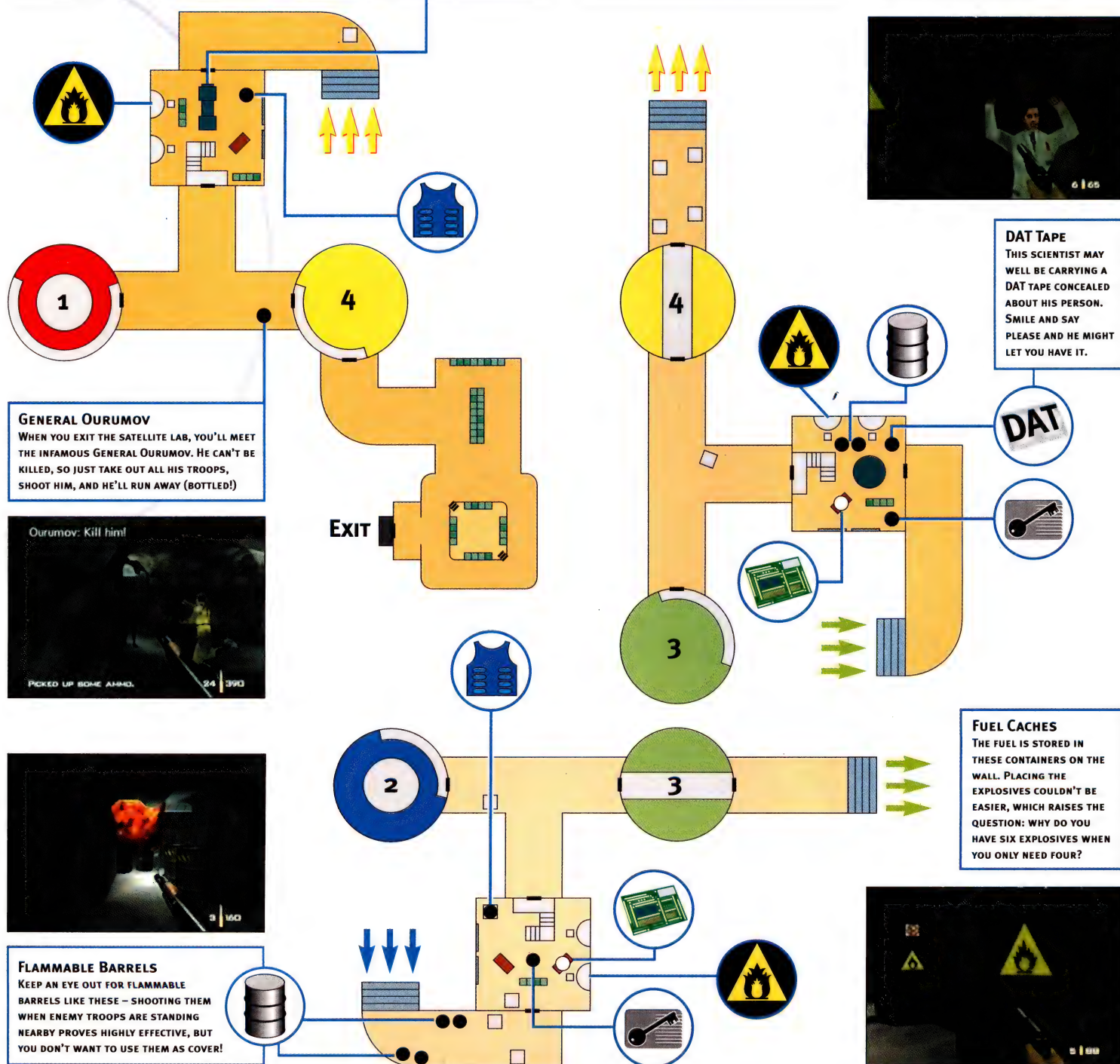
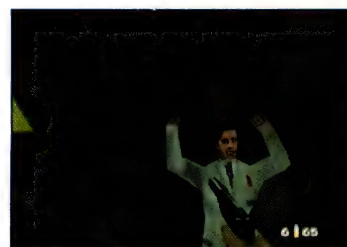
Silo

TWO OF THE SILOS ARE EMPTY, AND THIS IS ONE OF THEM. USUALLY THEY'LL BE PACKED WITH GUARDS, JUST ACHING FOR A BIT OF GUNPLAY.



COMPUTER ROOMS

THE TWO ROOMS WITH THE COMPUTERS IN HAVE NO RELEVANCE TO THE MISSION. THEY'RE BLOODY GOOD FUN TO BLOW UP THOUGH!



MONTE CARLO, MONACO

PART 2:

FRIGATE LA FAYETTE

74

AGENT, SECRET AGENT, 00 AGENT

RESCUE HOSTAGES

This is a primary mission objective. Unfortunately the enemy has at least one operative holding a gun at point blank range on every hostage on board. Regardless of your feelings on setting fire to innocent lambs and preventing British truckers from earning a living, you must take out the guys with the guns without hitting the French hostages. Sometimes this means not taking the obvious entrance to a room, but instead sneaking in through the back door.

SECRET AGENT, 00 AGENT

DISARM BRIDGE BOMB

There are two bombs on the ship. The first is on the bridge. Use Q's bomb defuser to disarm it safely (and *don't* shoot it!)

SECRET AGENT, 00 AGENT

DISARM ENGINE ROOM BOMB

A second bomb has been placed on the computer console situated on the upper catwalk of the engine room. Make sure you dispose of the troops in the engine room before you approach the bomb, as a stray bullet could mean disaster.

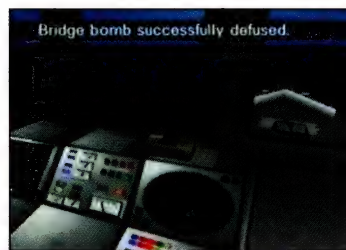
AGENT, SECRET AGENT, 00 AGENT

PLANT TRACKING BUG ON HELICOPTER

The helipad is at the rear of the La Fayette. To plant the bug, select it from your inventory, and throw it at the chopper using the trigger button.



Frigate 'La Fayette', Monte Carlo



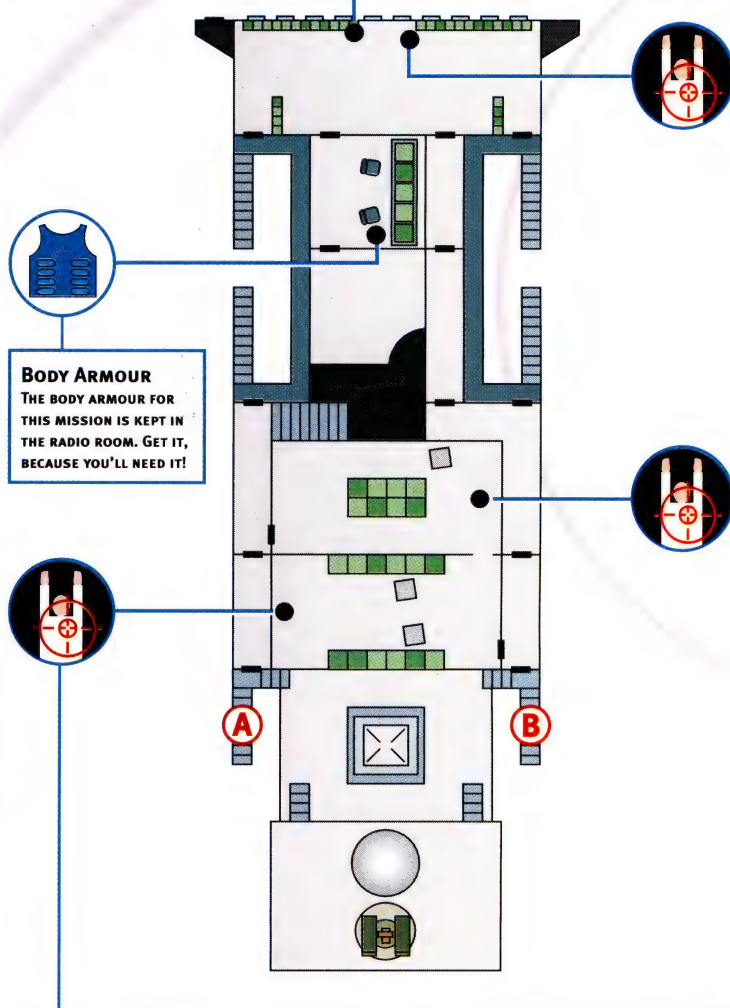
BRIDGE BOMB

THIS IS THE BRIDGE BOMB. APPROACH IT, BUT NOT TOO CLOSE, THEN ACTIVATE Q'S BOMB DISARMING DEVICE.



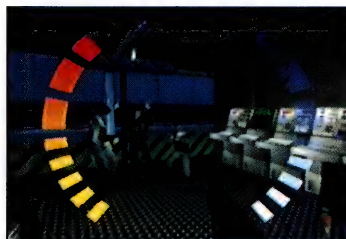
BRIDGE HOSTAGE

THE FIRST HOSTAGE BLOCKS YOUR FIRE IF YOU ENTER THE BRIDGE THROUGH THE WRONG DOOR. HEAD THROUGH THE DOOR ON THE PORT SIDE OF THE SHIP TO GET A CLEAR SHOT AT THE BAD GUY.



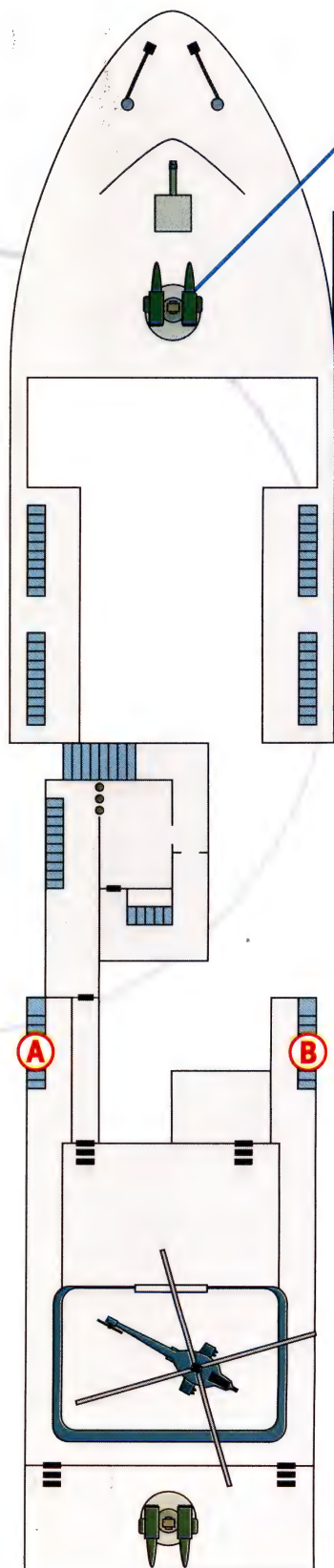
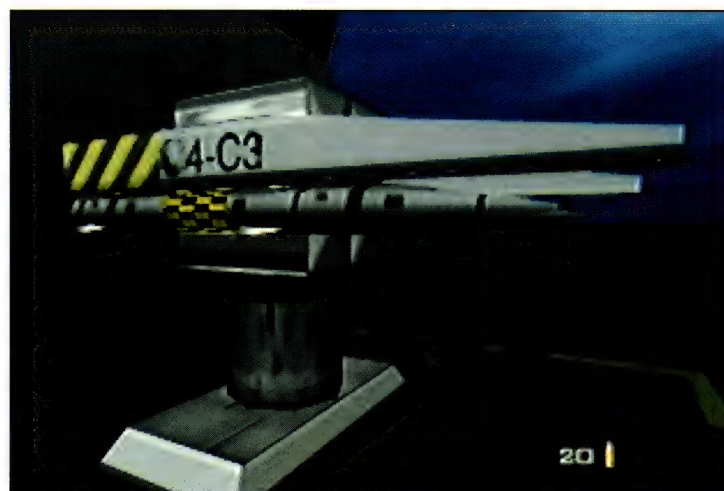
HOSTAGE SITUATION

THESE TWO ROOMS ARE CONNECTED, AND BOTH CONTAIN HOSTAGES. YOU MUST SHOOT ONE GUARD, THEN DIVE INTO THE NEXT ROOM AND SHOOT THE SECOND IMMEDIATELY, OR IT'S GOODBYE MR FRENCHMAN!

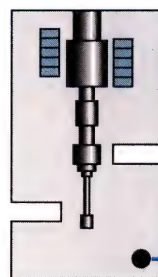
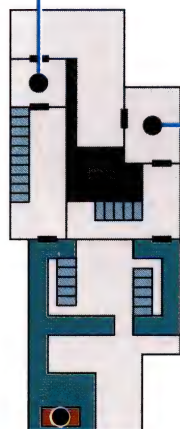


MISSILE LAUNCHERS

HUGE MISSILE LAUNCHERS CAN BE FOUND AT BOTH ENDS OF THE SHIP. IF ONLY THEY WERE IN WORKING ORDER!



Start



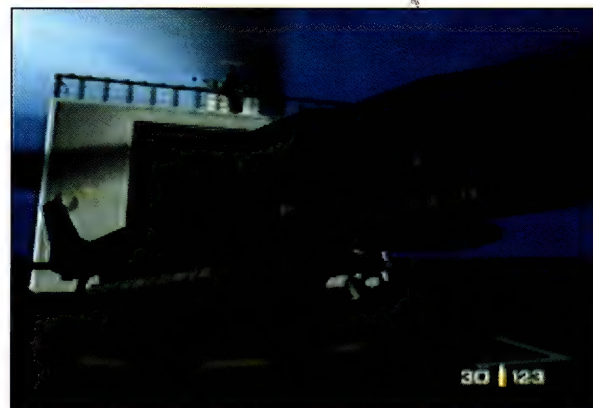
ENGINE ROOM BOMB

THE ENGINE ROOM BOMB IS STRAIGHTFORWARD, ONCE YOU KNOW WHAT TO DO. JUST DON'T GET TOO CLOSE TO IT! (THIS CANNOT BE STRESSED ENOUGH).



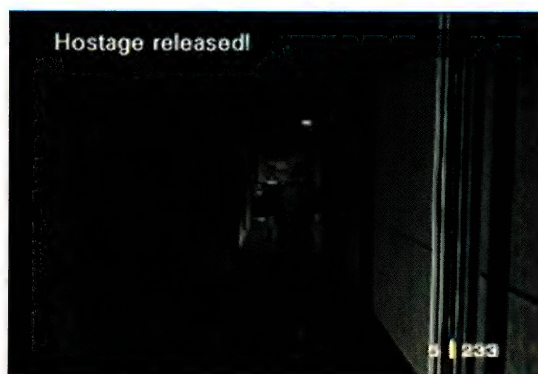
CHOPPER

PLANTING THE BUG ON THE HELICOPTER IS CHILD'S PLAY. THERE AREN'T EVEN ANY GUARDS ON IT. (ALTHOUGH HOW IS IT GOING TO TAKE OFF WHEN YOU'VE KILLED EVERYONE ABOARD THE SHIP THAT COULD FLY IT?)



RUN AWAY

A WORD OF WARNING... WHEN HOSTAGES ARE RELEASED, THEY RACE OFF ROUND THE SHIP LOOKING FOR A WAY OUT. THEY HAVE A NASTY HABIT OF OPENING DOORS BEHIND YOU AND ALERTING THE ENEMY BEFORE YOU'RE READY FOR THEM, SO WATCH OUT!



Hostage released!

SEVERNAYA, CIS

PART 2: INSTALLATION

REDS
WHAT'S THAT OLD SAYING? "RED SKY AT NIGHT, RUSSIANS WILL FIGHT"? WHAT'S GOING ON HERE?



00 AGENT

DISRUPT ALL SURVEILLANCE EQUIPMENT

Remember the video cameras in the bunker? There are now four cameras above ground. Destroy these ASAP, as you did the ones in the bunker. One is on the hut that contains the comms room key. Another is on the stairs in the satellite building. One is fixed to the rear of one of the bunkhouses inside the chain-link fence and the last is on one of the pair of empty huts just along from the chain-link surrounded compound.

AGENT, SECRET AGENT, 00 AGENT

BREAK COMMUNICATIONS LINK TO BUNKER

The comms room key is held by a special forces officer who is in the hut where you got the first key last time. Take out the officer and grab the key. When you reach the satellite building, enter the comms room and this time, instead of fiddling with on/off switches, blow the flash CPU and its dual hard drives to hell!

SECRET AGENT, 00 AGENT

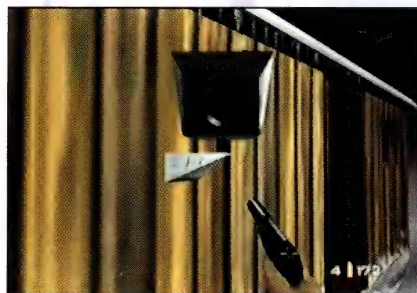
DISABLE SPETNAZ SUPPORT AIRCRAFT

Did we say disable? What we really mean is take Q's timed mine, attach it to the helicopter's fuselage, and run like hell, because it goes up like a... er, bomb.

AGENT, SECRET AGENT, 00 AGENT

GAIN ENTRY TO BUNKER

The ventilation tower is out of the question this time, as since your last visit General Ourumov has had the gate welded shut. This time, head directly for the bunker door next to the helipad.



CAMERA ON COMMS KEY HUT

THE FIRST CAMERA YOU'RE LIKELY TO FIND IS ON THE HUT WHERE YOU FIND THE COMMS ROOM KEY. GET IT BEFORE IT SPOTS YOU!

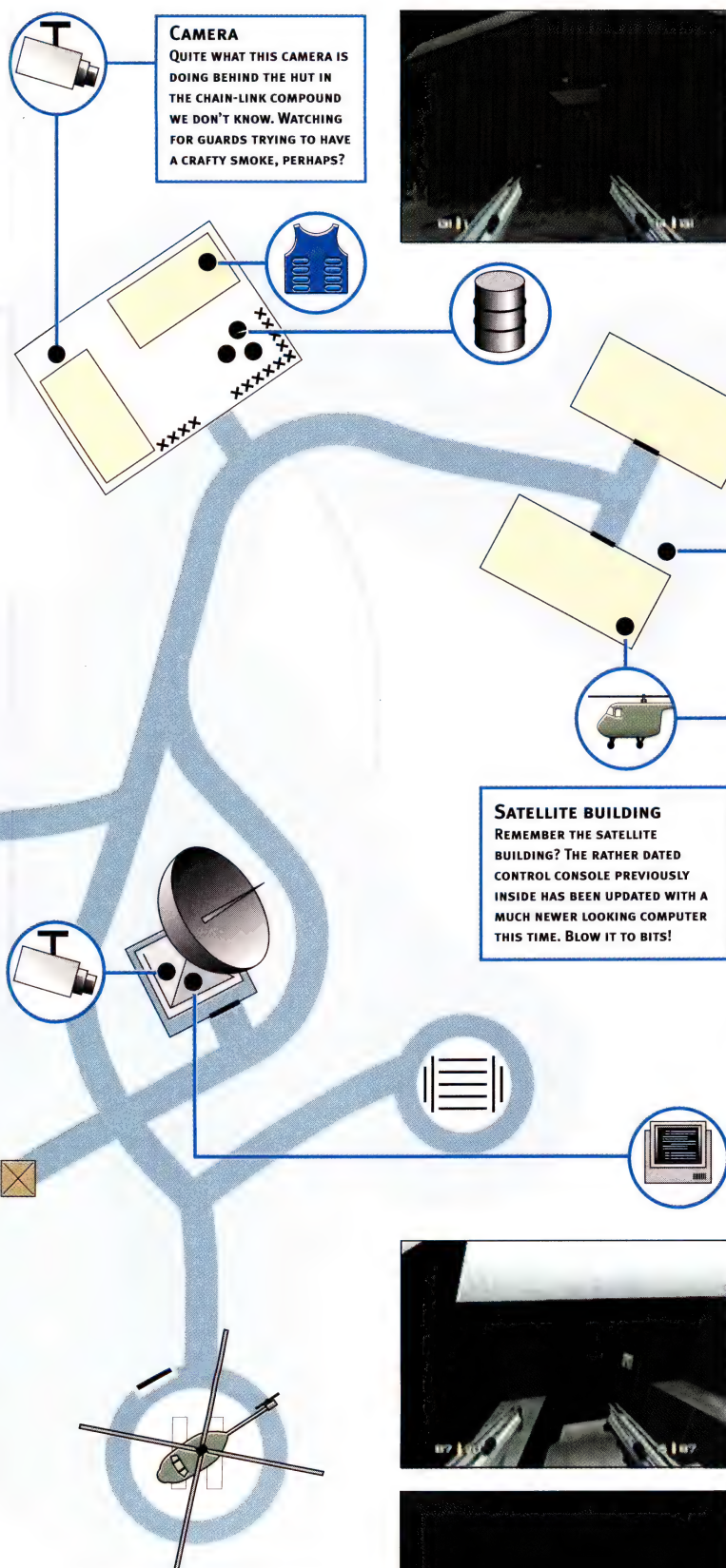


START

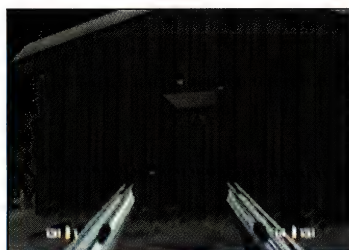


SECURITY OFFICER

WHAT IS IT WITH THIS HUT? DO THE KEY-HOLDING OFFICERS GET IT AS A SPECIAL PERK OF THEIR JOB OR SOMETHING? DIE SCREAMING, YOU GUN-TOTING SHADES-WEARING OFFICER DUDE!



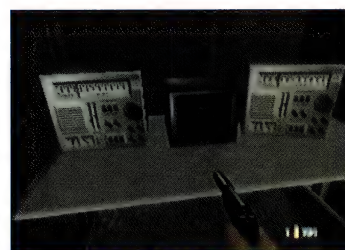
CAMERA
 QUITE WHAT THIS CAMERA IS DOING BEHIND THE HUT IN THE CHAIN-LINK COMPOUND WE DON'T KNOW. WATCHING FOR GUARDS TRYING TO HAVE A CRAFTY SMOKE, PERHAPS?



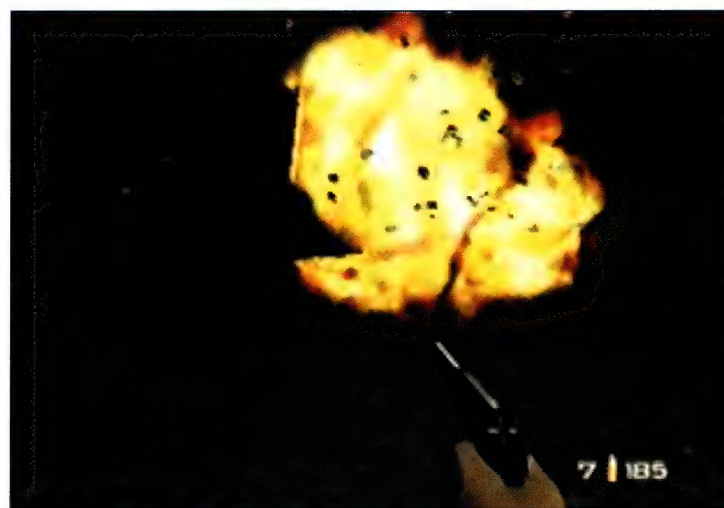
MODEL CHOPPER
 YOU SHOULDN'T EVEN NEED TO GO NEAR THIS HUT, UNLESS YOU'RE PLAYING ON 00 LEVEL. THE CAMERA COVERS A HUT WITH NOTHING IN IT EXCEPT A WIDDLE MODEL OF A HELICOPTER (AAAAH, BLESS!).



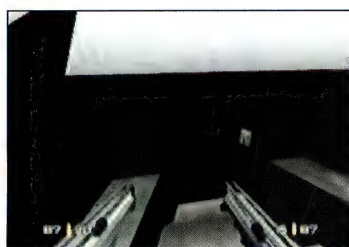
SATELLITE BUILDING
 REMEMBER THE SATELLITE BUILDING? THE RATHER DATED CONTROL CONSOLE PREVIOUSLY INSIDE HAS BEEN UPDATED WITH A MUCH NEWER LOOKING COMPUTER THIS TIME. BLOW IT TO BITS!



COMPUTER IN SATELLITE BUILDING
 NO PUSSY-FOOTING AROUND WITH THE COMPUTER THIS TIME – BLOW THAT SUCKER TO PIECES! (ISN'T THAT SOOOO MUCH MORE SATISFYING THAN SIMPLY SWITCHING IT OFF?)



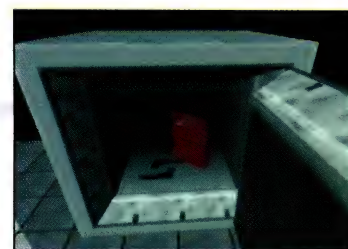
HELICOPTER
 THIS IS THE STATE-OF-THE-ART RUSSIAN ATTACK CHOPPER – IMPRESSIVE OR WHAT? WELL... WHAT, ACTUALLY, AND IT'LL BE EVEN LESS IMPRESSIVE ONCE YOU'VE USED YOUR TIMED MINE!



(THERE IS A HELICOPTER IN THIS PICTURE, HONEST!)

SEVERNAYA, CIS

PART 2: BUNKER COMPLEX



78

SECRET AGENT, 00 AGENT

COMPARE STAFF/CASUALTY LISTS

MI6 need to know the names of the personnel behind the La Fayette hijacking. The information is contained on two lists, a staff list and a casualty list. The staff list is in a document which is always in the same place on the map. The other is on a clipboard held by a Siberian special forces officer. The problem with this item, and other items such as keycards and keys, is that once the shooting starts (and it *will* start) every soldier in about a mile radius of you will come rushing along to join in. For this reason, it is not possible to pinpoint the soldiers that have specific items – so you'll just have to search everyone!

AGENT, SECRET AGENT, 00 AGENT

RECOVER CCTV TAPE

The object of this is to eliminate all proof that you've been in the complex. The videotape is kept in the room adjacent to the ventilation tower (ie, where you entered first time around). You'll know the tape when you see it, as it acts as a bit of flagrant advertising for the home video industry.

SECRET, 00 AGENT

DISABLE ALL SECURITY CAMERAS

There are five video cameras that will alert guards to the presence of any intruder. Their locations are all marked on the map, so get them before you are spotted! Taking them out from a distance is a useful tactic, or even try firing through a door – otherwise just make sure that you're quick on the draw!

00 AGENT

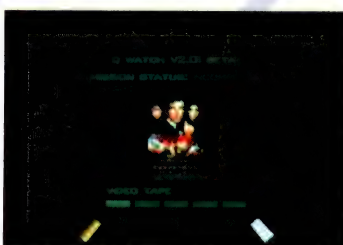
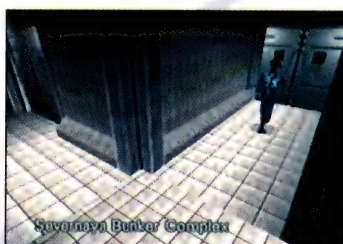
RECOVER GOLDENEYE MANUAL

Ourumov has had the Goldeneye manual locked up in a safe guarded by several of his Siberian special forces troops. Two keys are required to open the safe. One key is with the guards in the room containing the safe. The other is carried by another guard who is stationed in the computer room.

AGENT, SECRET AGENT, 00 AGENT

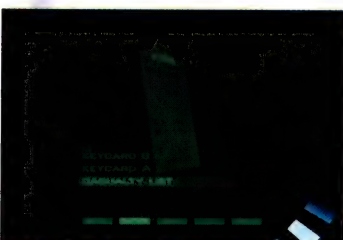
ESCAPE WITH NATALYA

The key to Natalya's cell is carried by the guard just outside your cell. However, when you release her she will follow you around, often wandering aimlessly through crowds of guards; since she doesn't have an amazing talent for dodging your bullets, it's best to leave setting her free until last, when you've cleared the rest of the complex of 'hostiles'.



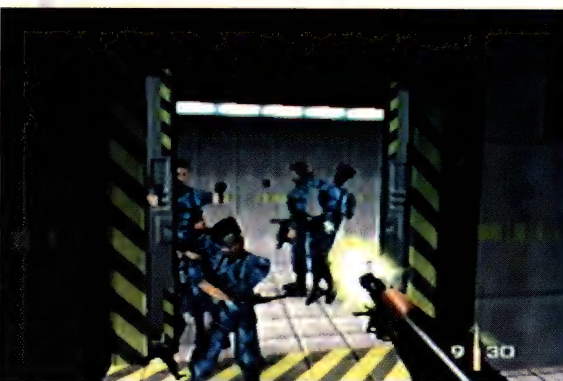
VIDEO TAPE

FINDING THE VIDEO TAPE IS NO PROBLEM, BUT WHY HAVE THE RUSSIANS PUT THE SECURITY CAMERA INFO ON A TAPE ADVERTISING SOME HOLLYWOOD FILM? (DID THEY RUN OUT OF BLANK ONES?)



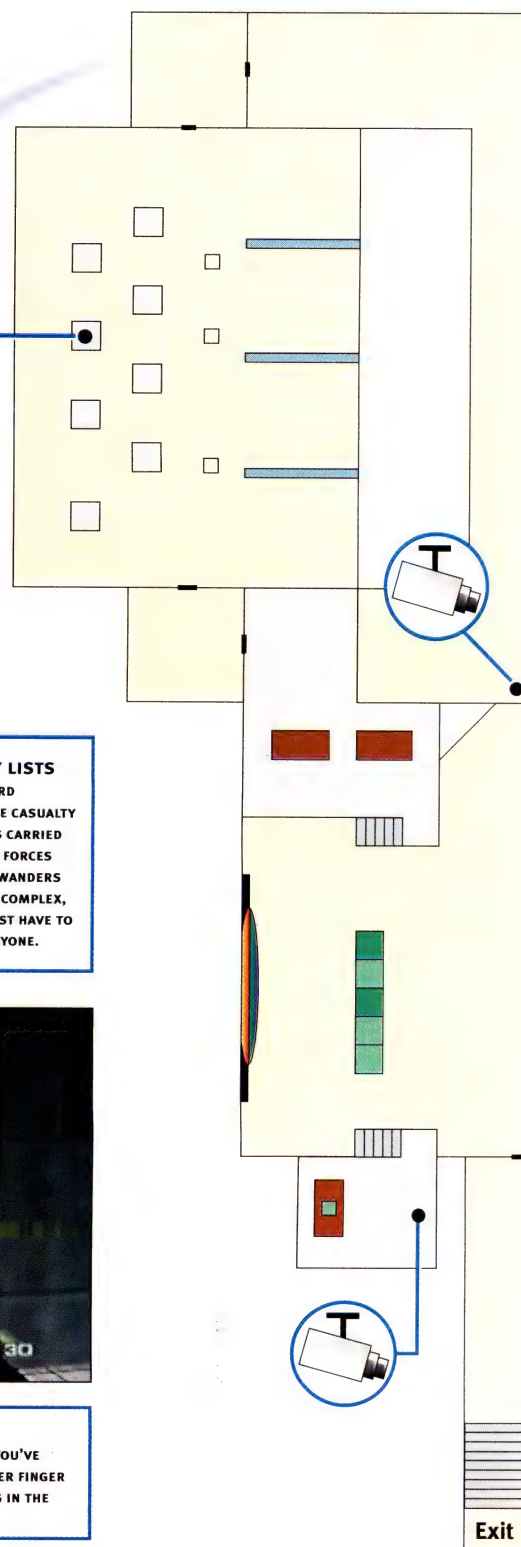
CASUALTY LISTS

THE CLIPBOARD CONTAINS THE CASUALTY LISTS, AND IS CARRIED BY A SPECIAL FORCES OFFICER. HE WANDERS AROUND THE COMPLEX, SO YOU'LL JUST HAVE TO SEARCH EVERYONE.



SAFE ROOM

ONE OF THE FIRST ROOMS YOU FIND IS THE ONE WITH THE SAFE. ONCE YOU'VE CLEARED IT OF ITS OCCUPANTS, FIND SOME COVER AND GET YOUR TRIGGER FINGER READY, BECAUSE THE MAJORITY OF THE RUSSIAN ARMY COMES POURING IN THE DOOR. THIS IS A HANDY WAY TO GET A LOT OF THE ITEMS YOU NEED.

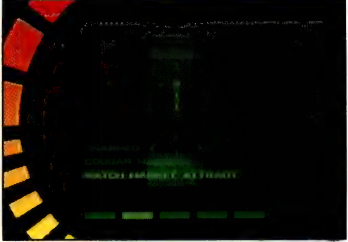
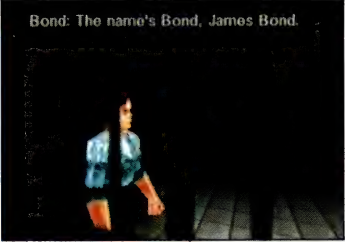


THE SAFE
THIS SAFE CONTAINS THE GOLDENEYE MANUAL. TO GET INTO IT YOU'LL NEED TWO KEYS. ONE IS IN THE ROOM WITH THE SAFE, THE OTHER RESIDES WITH A GUARD IN THE COMPUTER ROOM. THE SAFE ALSO CONTAINS A PAIR OF SILENCED PP7S - ONE FOR EACH HAND!

CELL KEY 1
KILL THE GUARD AND HE'LL DROP NATALYA'S CELL KEY.

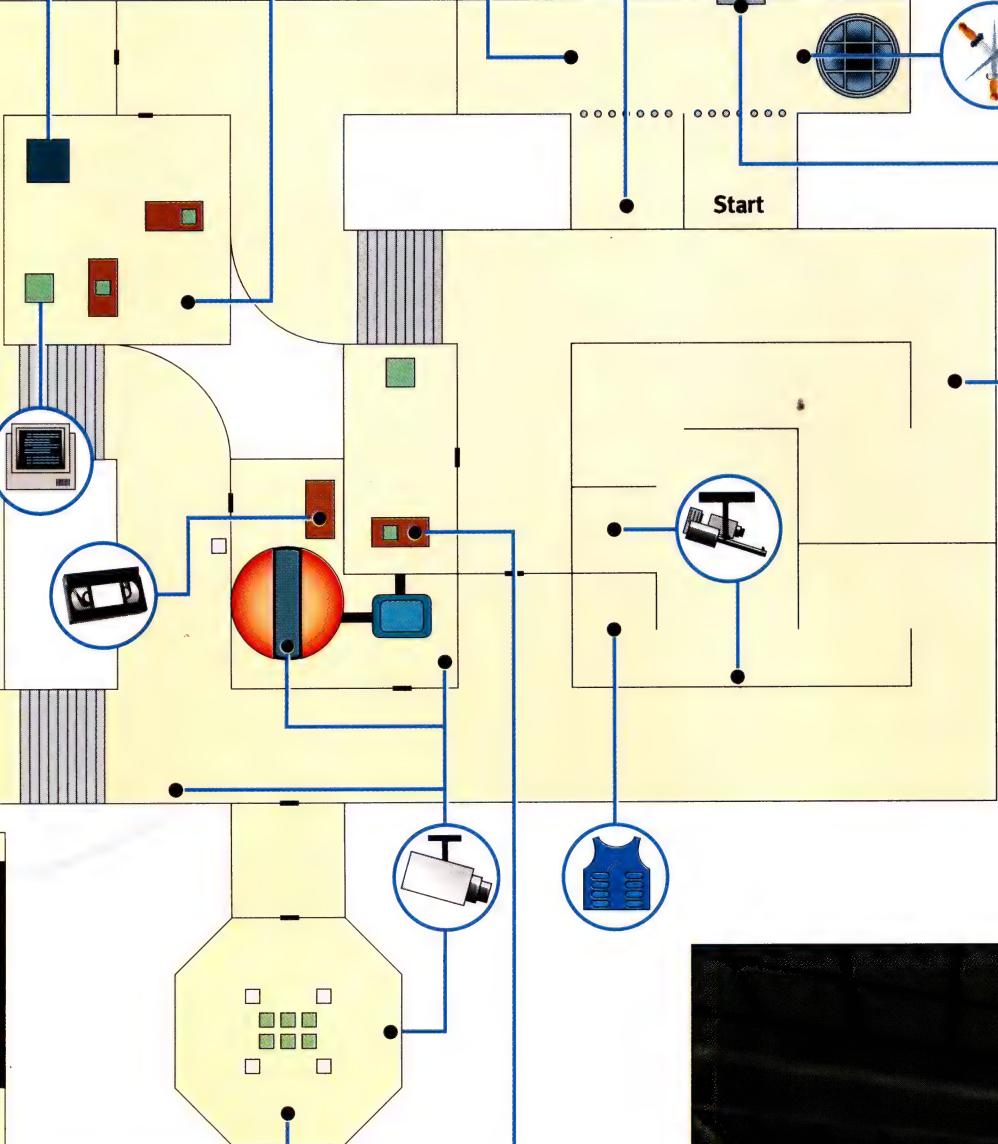
SAFE KEY 1
SHOOT THIS GUARD TO GAIN THE FIRST OF THE TWO SAFE KEYS.

NATALYA
NATALYA WILL WAIT FOR YOU IN THE CELL WHERE YOU START (BECAUSE SHE CAN'T GET OUT). SHE'S A LOT SAFER IN THERE TO START WITH, AS SHE DOESN'T HAVE BOND'S BULLET ENDURANCE QUALITIES.



MAGNETIC WATCH
HOW DO YOU ESCAPE FROM THAT CELL? THE ANSWER IS Q'S HANDY MAGNETIC WATCH. SIMPLY GO UP TO THE BARS, AIM THE MAGNET AT THE PEG BOARD WITH THE KEY, AND FIRE. IT'S MAGIC!

CAMERA MOUNTED GUN
THE CAMERA-CONTROLLED GUNS ARE A NEW ADDITION TO THIS LEVEL. THEY ARE VERY DEADLY IF THEY GET A CLEAR SHOT AT YOU, SO TAKE THEM OUT FAST!



GUARD WITH SAFE KEY 2
THIS GUARD TENDS TO STAY AT HIS POST IN THE MAINFRAME COMPUTER ROOM.

STAFF LIST
THE STAFF LIST IS ON THE TABLE NEXT TO A COMPUTER CONSOLE. RETRIEVE IT QUICKLY AS THE ROOM WILL SOON BE FLOODED WITH GUARDS.



AGENT, SECRET AGENT, 00 AGENT

CONTACT VALENTIN

Make your way through the park to the red cargo container and enter it to meet Valentin Zukovsky. He will talk to you and tell you where to meet Janus – by the statue of Lenin. As soon as he finishes talking, make your way to the statue at the far end of the park. Don't leave until he's stopped gassing on though, or you won't be able to complete the mission!

AGENT, SECRET AGENT, 00 AGENT

CONFRONT AND UNMASK JANUS

When you get to the statue, Janus will appear with his bodyguards. Shock horror – it's your old mate Trevalyan! At this point put your gun away. If you don't, Janus will warn you, and if you still don't the guards will open fire and Janus will run off before you can discover his identity. Play along until the 'objective completed' message appears. After this you can either wait for Janus to finish his speech, or just move towards him. Either way he will run off.

AGENT, SECRET AGENT, 00 AGENT

LOCATE PIRATE HELICOPTER

The stealth helicopter has now landed on the field back where you started. After Janus runs off, a countdown starts. You must reach the helicopter before it explodes.

AGENT, SECRET AGENT, 00 AGENT

RESCUE NATALYA

Janus has brought along Natalya for protection. Approach the helicopter to find her lying unconscious on the ground. Go up to her to wake her, then move away from the helicopter fast, because she's gonna blow! (The helicopter, not Natalya – fnarr fnarr!)

AGENT, SECRET AGENT, 00 AGENT

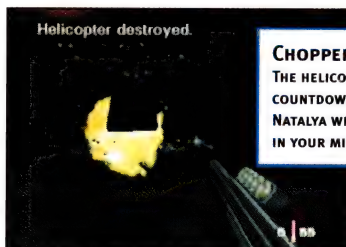
FIND FLIGHT RECORDER

The black box flight recorder will be thrown into the park by the explosion of the helicopter. Nip back in and find it before you leave. The recorder (a bright orange box) lands in a random location each game, but you'll be told if you've gone too far back into the park.

ST PETERSBURG, CIS

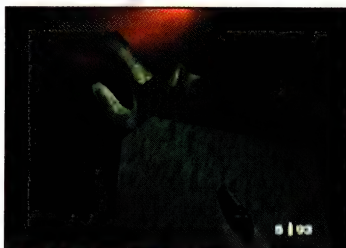
PART 2:

STATUE PARK



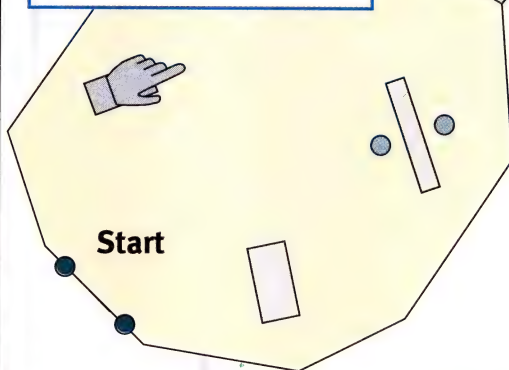
CHOPPER

THE HELICOPTER EXPLODES AFTER A SHORT COUNTDOWN. IF YOU DON'T FIND IT IN TIME, NATALYA WILL BE KILLED AND YOU'LL HAVE FAILED IN YOUR MISSION, SO GET YOUR SKATES ON!



STARTING POINT

YOU START OFF BY THIS HUGE STATUE WITH A HAND WHICH POINTS THE WAY INTO THE PARK. WHAT ARE YOU WAITING FOR? GET MOVING!



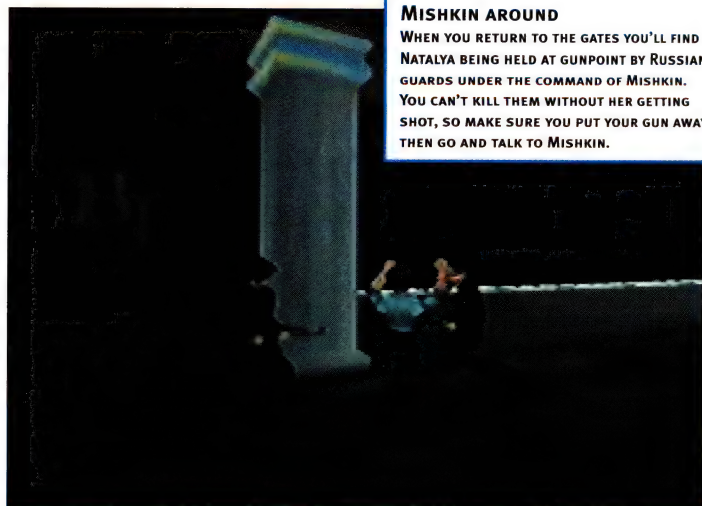
FLIGHT RECORDER

THE FLIGHT RECORDER ALWAYS LANDS AMONG THE RUBBLE FAIRLY CLOSE TO THE BOTTOM OF THE SLOPE. IT'S QUITE EASY TO SPOT, AS IT'S BRIGHT ORANGE. (I THOUGHT IT WAS MEANT TO BE A BLACK BOX?)



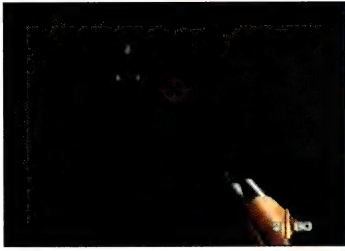
VALENTIN

VALENTIN IS QUITE A PORTLY FELLOW, AND HIDES INSIDE THE RED CONTAINER. NO MATTER HOW MUCH YOU WANT TO, DON'T KILL HIM, AS HE WILL GIVE YOU JANUS' LOCATION.



MISHKIN AROUND

WHEN YOU RETURN TO THE GATES YOU'LL FIND NATALYA BEING HELD AT GUNPOINT BY RUSSIAN GUARDS UNDER THE COMMAND OF MISHKIN. YOU CAN'T KILL THEM WITHOUT HER GETTING SHOT, SO MAKE SURE YOU PUT YOUR GUN AWAY, THEN GO AND TALK TO MISHKIN.



JANUS

JANUS IS AN INCREDIBLY CAUTIOUS CHAP. IF YOU DON'T DO EVERYTHING HE TELLS YOU TO, HE'LL RUN OFF. AND THEN HE RUNS OFF ANYWAY! (SOME PEOPLE, I ASK YOU!)



LENIN STATUE

AH, THE BEATLES! WHAT A TERRIFIC GROUP! AND THIS BLOKE WAS THE GREATEST OF THEM ALL. WHAT'S THAT? OH... ERM, YOU'LL FIND JANUS NEXT TO THIS STATUE OF LENIN. (NOT LENNON APPARENTLY – HOW WAS I SUPPOSED TO KNOW?).



HAMMER AND SICKLE

A HANDY STATUE IS THE GOLD HAMMER AND SICKLE ON A PODIUM. THIS MARKS THE GAP THAT LEADS TO LENIN'S STATUE.

RED CONTAINER

THERE ARE TWO HUGE CARGO CONTAINERS IN THE PARK. YOU WANT TO FIND THE RED ONE (OR, IF YOU HAPPEN TO BE COLOUR-BLIND, THE ONE WITH THE GRAFFITI ON THE SIDE).



CCCP

AMONGST THE RUBBLE ARE VARIOUS COMMUNIST STATUES. A USEFUL LANDMARK IS THE HUGE CCCP SIGN TO ONE SIDE OF THE PARK.



ST PETERSBURG, CIS

PART 2:

MILITARY INTELLIGENCE ARCHIVES

82

AGENT, SECRET AGENT, 00 AGENT

ESCAPE FROM INTERROGATION ROOM

You start in a room with two GRU agents and your unloaded weapon with a clip on the table in front of you. You can grab the gun, load it and shoot the two agents, but it is better to walk round the room, and karate chop them both, which won't make as much noise, and should give you more time to get ready for the flood of guards that will arrive at the first sounds of gunfire.

AGENT, SECRET AGENT, 00 AGENT

FIND NATALYA

Natalya is detained in another room with GRU agents (marked on the map). When you enter the room, she won't immediately run clear, so make sure she doesn't get in your line of fire when you shoot the agents.

SECRET AGENT, 00 AGENT

RECOVER HELICOPTER FLIGHT RECORDER

Defence Minister Mishkin has the flight recorder locked in a safe in one of the downstairs rooms. When you enter the room, don't shoot him; talk to him, and he will give you the key to the safe. Kill him, and you'll never get the recorder!

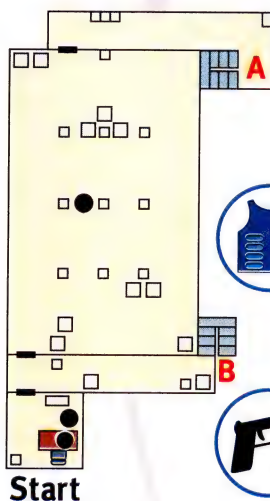
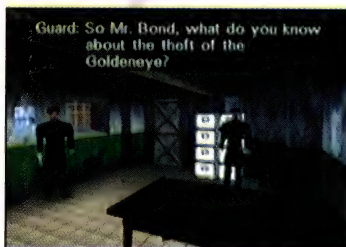
AGENT, SECRET AGENT, 00 AGENT

ESCAPE WITH NATALYA

Make sure Natalya is following you, and make your way to one of the windows in the library. Shoot the panes of glass out and make your way to freedom.

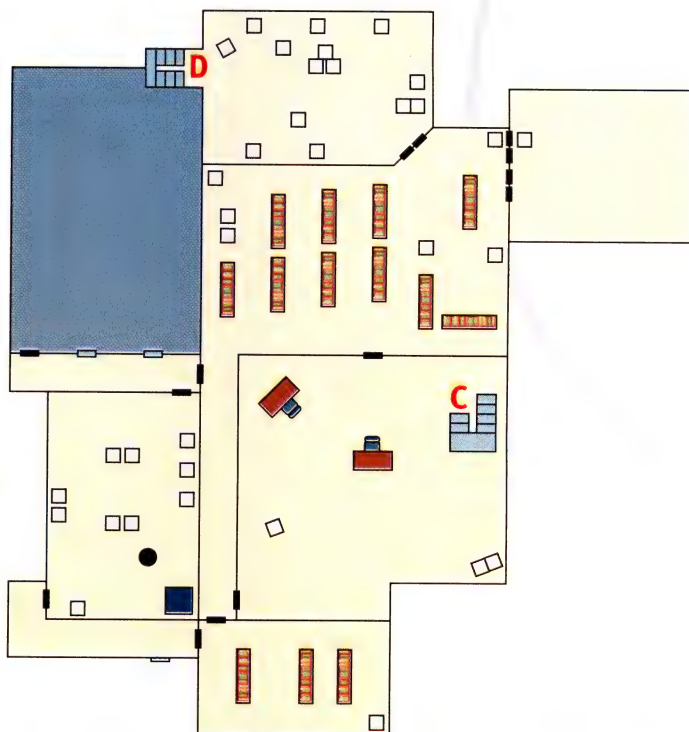
IN THE BEGINNING...

THE ROOM YOU START IN HAS TWO ARMED AGENTS GUARDING YOU. ONE OF THEM HAS THE KEY TO THE DOOR, SO YOU'LL NEED TO DEAL WITH THEM BEFORE YOU CAN LEAVE.



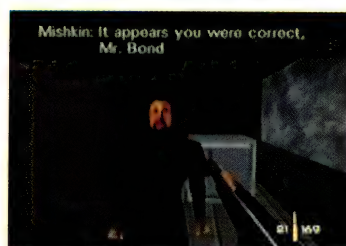
BODY ARMOUR

BODY ARMOUR IS A MUST ON THIS LEVEL, AND CONVENIENTLY THERE'S SOME IN THE ROOM DIRECTLY OPPOSITE WHERE YOU ARE HELD TO START WITH.



LEAVING THE INTERROGATION ROOM

WHEN YOU MAKE YOUR ESCAPE FROM THE START ROOM, EXPECT A MASS OF GUARDS AND GRU AGENTS TO PURSUE YOU. IT'S ADVISABLE TO GRAB A MACHINE GUN THE FIRST CHANCE YOU GET.



MISHKIN

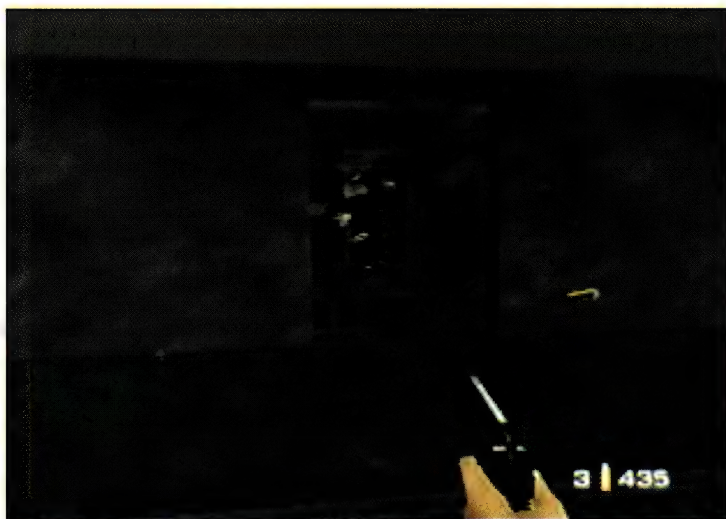
DEFENCE MINISTER MISHKIN IS IN THE ROOM WITH THE SAFE. IF YOU CAN RESIST THE TEMPTATION TO KILL HIM, HE'LL GIVE YOU THE KEY TO THE SAFE WHICH HOLDS THE FLIGHT RECORDER.



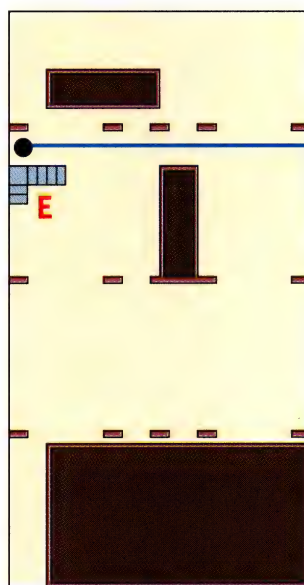
FLIGHT RECORDER

AS IF IT'S NOT ENOUGH THAT YOU HAVE TO RECOVER THE FLIGHT RECORDER ONCE, YOU HAVE TO RECOVER IT AGAIN! IT'S A LITTLE EASIER THIS TIME THOUGH - JUST OPEN THE SAFE.

Goldeneye

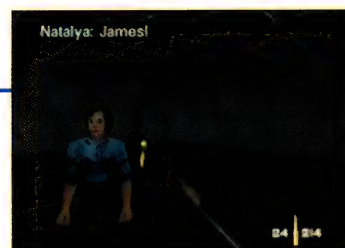


EXIT
ESCAPING FROM THE BUILDING IS EASY WHEN YOU'VE GOT A GUN AND A CONVENIENT WINDOW.

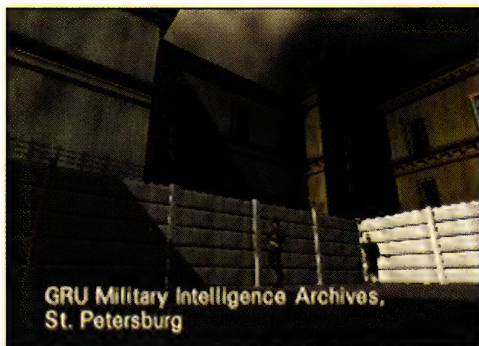


ATTIC
IF NATALYA RUNS OFF, YOU'LL USUALLY FIND HER HIDING UP IN THE LOFT. THIS KEEPS HER OUT OF THE WAY OF ANY GUNFIRE. SIMPLY FETCH HER WHEN YOU'VE FINISHED EVERYONE OFF. ON THE RARE OCCASIONS WHEN SHE ISN'T HERE, SHE CAN BE FOUND IN THE ROOM AT ONE END OF THE SECRET PASSAGE OR BACK IN THE ROOM WHERE YOU FIRST FOUND HER!

SECRET PASSAGE
FOR THOSE OF YOU THAT LIKE THAT SORT OF THING, THERE'S A SECRET PASSAGE. ONE END OF IT IS BLOCKED BY BOXES WHICH NEED TO BE DESTROYED TO ALLOW ACCESS.



NATALYA
NATALYA CAN BE FOUND IN THE ROOM MARKED HERE, JUST OFF ONE SIDE OF THE LIBRARY. SHE IS BEING GUARDED BY A COUPLE OF GRU OFFICERS, AND HAS THE ANNOYING HABIT OF RUNNING RIGHT INTO YOUR LINE OF FIRE WHEN YOU TRY TO DEAL WITH THEM! IF NATALYA DIES, YOUR MISSION IS OVER, SO TAKE CARE HERE AND PICK YOUR SHOTS. IF THE SHOOTING GETS TOO INTENSE, NATALYA WILL PANIC AND FLEE – SHE HIDES OUT IN ONE OF THREE LOCATIONS, MENTIONED ABOVE. IT'S POSSIBLE TO CATCH UP WITH HER WHEN SHE RUNS; IF YOU DO THIS, SHE'LL CALM DOWN AND SHOULD FOLLOW YOU AROUND FROM THAT POINT.



IN PART THREE, BOND MUST ESCAPE ST PETERSBURG IN A TANK, FIGHT HIS WAY THROUGH JANUS'S PRIVATE ARMY AND FACE OFF AGAINST THE EVIL VILLAIN IN THE JUNGLES OF CUBA! BE HERE NEXT ISSUE FOR THE EXPLOSIVE CONCLUSION TO GOLDENEYE – ONLY IN 64 MAGAZINE!



Enter the **WEIRD**, weird world of **MARINA**, intergalactic robot **MAID**!



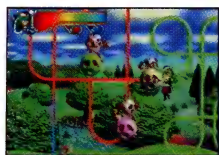
MISCH

WORLD 1 - PLANET

1.3 - CLANBALL LAND

PULLING ON THE WHITE BALLS IN THE AMUSEMENT park will create stars. The top ball gives you the star for the second area. Once there, move left and pull the fast moving white ball on the rollercoaster to ride it, then pull down on it to make a new white ball appear in a circle. Get off the moving ball when you reach the new ball. Pull on that to find another new ball above and to the right of the merry-go-round. Pull this ball and the exit star will appear above and to the right of the ball spring.

Yellow Gem: On the roller coaster, the fast orange ball drops bombs when you pull it. When you get over the red blocks pull the orange ball to drop a bomb and reveal a star which will take you to the gem.



1.5 - 3 CLANCER KIDS

YOU NEED TO CATCH THREE CLANCER children and take them back to the house. The smallest one can be found jumping back and forth over the fire. To get the medium-sized one, pull on the orange ball positioned over the flames to make a spring to the left and use it to go up. Then use the next spring to go left and catch the



child who will be jumping backwards and forwards over spike balls. The final kid is on the far right. If he runs off, he will run upwards until he reaches the top and jumps down. Chase him to the top and move towards him till he jumps down, then retrace your steps and grab him (you'll be blocking his route if you do this). To get past the spiked balls, stand on the small hillock and throw the kid at the farthest ball, then grab him and make your way past while they are gone. Once all three kids are back you will receive the exit star and ten red gems.

Yellow Gem: After capturing all three kids, use the spring to throw yourself to the right, then air boost upwards to reach the high block. Dig at the block with stars coming from it to get a bomb. Run back with the bomb to the second level of the maze and blow up the red blocks. Shake up the chap who's waiting behind the wall to get the gem. The chap you shake is the dad, and he can also be taken back to the start of the level.

1.1 - MEET MARINA!!

TALKING TO THE OLD CLANCER IN THE HUT, AND HE'LL GIVE you a bomb. The star which leads to the exit star is situated beneath a large pile of red blocks that you need to destroy with the bomb (surprise!).

Yellow Gem: This is found inside the first hut just along from the small fire. To get it, pick up the Clancer statue and drop it on the fire, the quickly grab the gem.



1.1

1.3

1.5

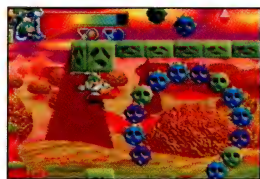
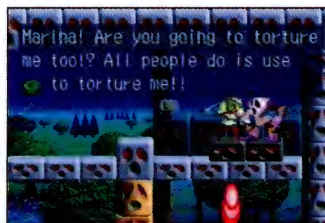
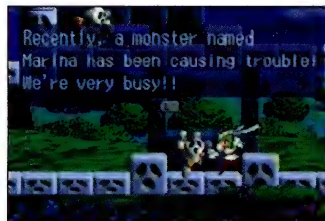
1.2

1.4

1.2 - MEET CALINA!!

BOOST ACROSS THE FLAMES, then on the other side, go to the purple block with stars rising from it and press down and B to get some red gems. The first star takes you to a Clancer hospital; the exit star is in the upper left.

Yellow Gem: There are some purple blocks above a green house to the left of the flames. Jump, air boost up (double-tap the d-pad) and move right to get to the ledge with the gem.



1.4 - SPIKE LAND

SPIKE-BALLS MAKE THEIR FIRST appearance here. If you hit them they'll take energy from you and disappear temporarily. Pulling the white ball on the right will make another ball appear, following which you can move up and left to reach the exit.



Yellow Gem: Jump up to reach a high ledge just before you reach the moving circle of spike-balls. Then run to the right, avoiding the rotating spike-balls to get the gem.

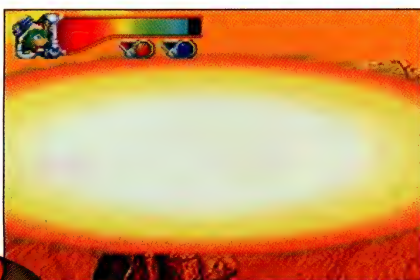
IEF MAKERS

CLANCER

1.7 - WORMIN' UP

TERAN'S SISTER'S GARDEN IS BEING attacked by a giant worm. Attack the worm by grabbing its head then repeatedly throwing it straight up in the air, letting it hit the ground and then immediately grabbing it.

Yellow Gem: Easy to get as it's on the worm. Pick it up, shake it once and the gem's yours.



1.9 - WESTERN WORLD

MACHINE-GUNNIN', BLOCK-CLEARIN' action! Destroy the little tank then grab the gun (shake it to power it up and triple its fire) and shoot the dark brown blocks. Destroy the Clancer with the gun, move right, dig into the star block for a bomb to destroy the next red wall, then grab another bomb and carry along right to destroy the wall in front of the exit star.

Yellow Gem: When you reach the bomb, you will see floating blocks. Take one bomb up and right along the blocks until you reach the gem which is behind two red columns. Bomb the first column and then go back for a second bomb and grab the gem.



1.10 - VOLCANO!!

QUITE EASY, THIS LEVEL; SIMPLY AVOID THE FALLING volcanic rocks (or lava bombs, as anyone who has seen *Volcano* will know) and make your way to the end of the level.

Yellow Gem: At the pair of purple and white platforms, jump onto the bottom one, make your way to the top, then continue back to the left. Jump over every platform to reach the gem which is directly above where you started off.



1.6 - BLOCKMAN RISES

A CLANCER NAMED TERAN HELPS you in this mission by destroying everything in your path. You can move him left and right by air boosting; boosting up will make him punch upwards, and boosting down twice will make him attack to both sides. Enemies throw grenades that can knock you off the robot - just grab hold again and continue.

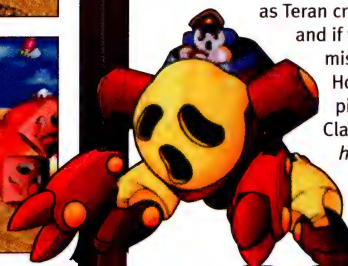
Yellow Gem: This gem is held by the third grenade-throwing Clancer. Grab him and shake him to retrieve the gem.



1.8 - CRISIS NEPTON

YOU NEED TO HELP TERAN AND HIS BIG mate guard their gem collection from invading Spur Clancers. Deck 'em all!

Yellow Gem: You get all four gems, including the yellow one, if Teran and the other Clancer aren't crying when the fight is finished. Initially this is difficult, as Teran cries quite easily, and if you throw him by mistake that'll be it. However, if you pick up the big Clancer and throw him, he'll wipe out any bad guys he hits, and it doesn't damage him!



2.2 - VERTIGO!!

TAKE THE BOMB FROM ITS CONTAINER AND throw it to the right. Use the white ball which rises to reach and pull on the green ball, which makes the red blocks reappear. Go on up and along the platforms to reach the next bomb, which you'll have to throw away twice. Pull the green ball to reset the screen again. You now need to throw the next bomb diagonally up and right, then pull the green ball again. Now throw the bomb so you can run ahead of the explosions. Stop when you reach the blue platform and jump to the green one for the exit star. If you cock it up, pull the green ball to start again after the explosions have stopped.

Yellow Gem: While the explosions are going off, jump from the exit star onto the yellow platform and then jump up the red blocks, keeping ahead of the explosions, then jump onto the moving platform and ride to the top to get the gem.



2.4 - HOT RUSH

YOU NEED TO ESCAPE BEFORE THE LAVA destroys the platforms. Run right ahead of the explosions and grab the first star. When it's clear, run over the blockade and grab the second star to teleport over to the exit star.

Yellow Gem: Stand above the white ball part way through the level and wait for the red blocks to explode. Grab it as you fall, and then boost from it and air boost to get to the star. When you pull the white ball, another one appears before the exit. As you get to the exit, jump on to the ball and pull it to get the gem to fall out.



2.6 - FLAMBÉE!!

GRAB THE HEAD OF THE BEE WHEN IT attacks and air boost off the side of the platform over the lava, pulling the bee after you. Do this three times to kill it.



2.1 - SEA OF LAVA

RUN UNTIL YOU REACH THE SECOND GREEN BALL and pull on it to make a star appear on the left. Take the star then continue on to the right, avoiding the lava rising over the platforms. When you reach the lower platforms, run until you find the ball then use it to boost you to the upper ledge. Now go back left and cross the flame blocks.

Yellow Gem: This is found towards the end of the stage and can be obtained by air boosting. Don't worry if you fall in, as once you've grabbed the gem it's yours permanently.



2.2

2.4

2.1

2.3

2.5

2.3 - SINK OR FLOAT!

MOVE RIGHT TO THE MOVING BALL. THE PLATFORMS will sink under your weight (too many cakes, Marina!), so keep jumping to keep them above the level of the lava. Use the ball to boost to the next platform and then use the next ball to reach the exit star.



Yellow Gem: From the exit star you need to reach the far right. This is quite difficult, but the best method seems to be to hold up on the D-pad and press B when you're standing on the very edge of the platform, then alternately tap C Up and C Right very fast so that you fly along. Land on the next platform, and repeat.



2.5 - SEARIN' SWING!

ANYONE FOR TARZAN? YOU NEED TO SWING FROM THE CHAINS of Clancers. Grab them and use them in the same way as balls. Swing through the level until you reach the exit star.

Yellow Gem: Swing along from the exit star to the right to reach the gem.



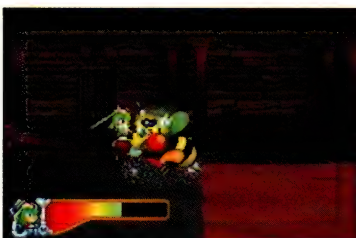
'S SHRINE

Mischief Makers



To get more health, grab the bee's back and pull on it to get blue gems.

Yellow Gem: Grab the head of the bee and pull on it until the gem appears, then grab it.



2.8 - FREEFALL!!

YOU NEED TO DROP DOWN AND GRAB THE CORRECT STARS TO leave this level. The first star is just before the very bottom. If you miss, a moving platform will take you to a star which will return you to the top. The correct stars are roughly halfway down the side sections. If you miss, you can jump back up (at the cost of some energy) by hitting the spike-balls.

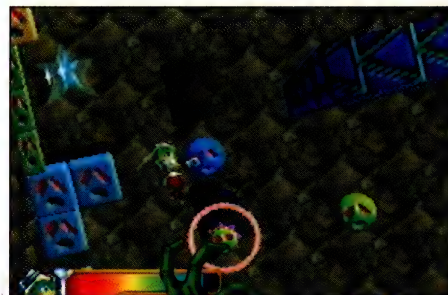
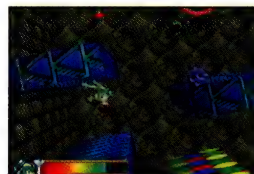
Yellow Gem: As you drop and the pathway separates to go around the star, bear right for the gap in the wall. Through the gap, drop and stay close to the left wall you should find the gem.



2.10 - SEASICK CLIMB

A STRAIGHT CLIMB TO THE TOP BY JUMPING FROM platforms and boosting off balls. Some of the balls stop the flow of spike balls when you pull them. Other balls will make platforms appear so you can move on.

Yellow Gem: Carry on up from the exit as high as you can then jump left to get behind the wall of blocks and drop down to the gem.



2.11 - MIGEN BRAWL!!

MIGEN STARTS OUT WITH A LIZARDY PAL THAT YOU must destroy first. Grab Migen's fists by holding up while pressing B as they come down. Throw the fists at his companion three times to get rid of him. Then catch Migen's fists and throw them back into his face. When you get enough hits to Migen's face you will free the Professor. Punch his fireballs for gems.

Yellow Gem: Beat Migen without getting hit once.



2.6

2.8

2.10

2.7

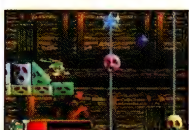
2.9

2.11

2.7 - TIGHTROPE RIDE

MAKE YOUR WAY OVER THE LAVA ON THE MOVING BALLS, avoiding the spike balls. When you stop, pull the ball in the direction you want to go. At the ball wheel you can rotate it, and also lengthen and shorten the poles, by air boosting in a specific direction. Use the star, then boost off the descending balls to progress upwards to the exit star.

Yellow Gem: From the exit, move up until you reach the platform to the left where the gem is.



2.9 - MAGMA RAFTS!!

RIDE ON THE BLACK PLATFORM THEN SWITCH TO THE RED one carrying the Clancer. Use him to destroy the spike ball. Now jump onto the next black platform and repeat the process. Get to the spring ball, then use it to blast you across. On the sinking platform, to prevent it going under the lava, kick everyone else off it and keep jumping to stay afloat until you reach the exit.

Yellow Gem: There's a Clancer on the platform below the spring ball. Shake him for the gem.





3.3 - MISSILE SURF!!

JUMP ON THE MISSILE AS IT FLIES BY. Move back to tilt it up, and forward to tilt it down. The missile will explode if its nosecone hits anything, so be careful. Don't get too close to walls above or you



won't be able to change course! Grab the bomb to nuke the red wall and reach the exit.

Yellow Gem: When you reach the exit, follow the direction of the arrow of gems, then boost back to the exit star.



3.5 - GO MARZEN 64

GO RIGHT TO REACH THE STAR, THEN MAKE YOUR way across using jumps and springers to move further right and through the maze to the next star. Next fight the hover Clancer by throwing the smaller Clancers back at him. When Marzen leaves his ship, attack him to finish him off.



Yellow Gem: Boost off the orange balls with blue gems between them, then find the white ball below. Pull it for a bomb, and make sure you catch it, then bring it back to the jar. Mix it up and a jet-pack Clancer will appear that will let you fly! The gem is at the top of the level, among the red gems.

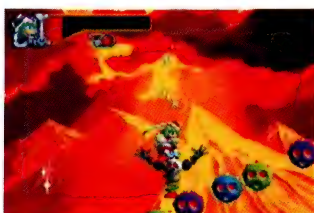
3.1 - CLANPOT SHAKE

PUT THE JAR UNDER EACH OF THE BALLS AND PULL ON THEM to make the contents fall into the jar. Get four grenades in all, then mix them for a bomb, and use it to blow up the red blocks. Now take the star to the top and the springing Clancer. Grab him and use left and right to make him



moye. Hold up to bounce higher and down to bounce lower. He can bounce safely over the spike-balls and then up to the exit.

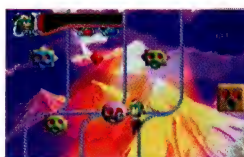
Yellow Gem: Collect six blue gems in the pot, then get six more once the red blocks have been destroyed. Mix the blues to get two green gems and mix these to get the yellow gem.



3.4 - CLANBALL LIFT!

RIDE THE BALLS TO THE MIDDLE OF THE LEVEL. REACH THE high platform and drop down, then boost off the ball across the gap and air boost up off the last one to get over the barrier. Use the swinging Clancers to reach the exit.

Yellow Gem: This is above the swinging Clancers; air boost over them to get it.



3.1

3.3

3.5

3.2

3.4

3.6

3.2 - CLANCE WAR

AVOID THE GRENADES AND MINES TO reach the star at the end. When you use the star, you'll need to beat the Clancer in the mecha-pod by

destroying the pod.

Yellow Gem: Grab the Clancer with throwing stars (between the first two gun-pods) and shake him for the gem.



3.6 - CHILLY DOG!!

GRAB THE DOG'S HEAD WHEN HE CHARGES AT you and keep throwing it into the ground until he dies. Nice!

Yellow Gem: Grabbing the dog's head and pulling it down makes him drop blue gems. Keep pulling and eventually you'll get the yellow gem.



3.7 - SNOWSTORM MAZE

RIDE THE TRICYCLE INTO THE BOX ABOVE where it starts (next to its twin), then ride the springing Clancer into the other box and a star will appear. Go through, then pull the white ball to get a jar. Pull the next white ball and collect the bombs in the jar. At the wall with three white balls, throw the jar over the wall and ball boost over it. Get the jar, pull out one of the bombs and drop it on the red blocks. Take the star and get a jar from the next white ball. Now get all the Clancer kids that are playing in the snow and drop them in the play area at the top of the hill to reveal the exit star.

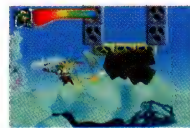
Yellow Gem: Grab the springing Clancer at the start, take him under the star and up from the right. Hold up, move left and bounce him off the spike balls until you reach the gem.



3.9 - THE DAY BEFORE

JUST NEED TO MAKE YOUR way to the right.

Yellow Gem: Just beyond the exit star are some Clancers skipping over spike balls. Join in and jump the rope several times to win the yellow gem.



3.11 - CAT-ASTROPHE!!

YOU NEED TO BEAT THE KITTEN in a game of dodge ball. Throw the balls at her until she starts crying, then talk to her.

Yellow Gem: Beat the kitten without getting hurt or stepping over the line and she will release the gem when the exit star appears.



3.12 - CERBERUS ALPHA

RIDE THE KITTEN INTO BATTLE, AND JUMP ONTO INCOMING missiles. You can then grab other missiles to use against the boss.

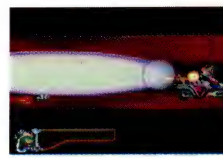
Stage 1 - The boss chases you, firing a gun, missiles and a large cannon (which you should avoid at all costs). Catch Lunar's missiles and throw them back at him. Shake them to make them bigger and more powerful.

Stage 2 - When you hit Lunar a few times, he jumps over you and attacks from the front. Use the same technique as before (and avoid that cannon!).

Stage 3 - Lunar leaps off his bike and charges at you. Jump over him, get in close, grab him and slam him into the floor.

Stage 4 - Lunar gets back on his now transformed bike. Grab his gun and blast away at him. Shaking the gun increases its power.

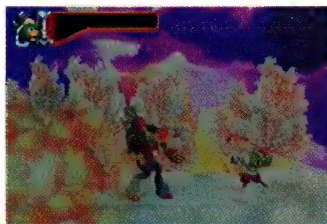
Yellow Gem: You need to kill Lunar without getting hit at all. Yes, it's as difficult as it sounds.



3.8 - LUNAR!!

BEAT LUNAR TO PROCEED. TO DO IT, catch some of the grenades he drops behind him and throw them back. Or simply grab him and repeatedly pummel him into the ground.

Yellow Gem: Catch some of the large energy bolts from his gun. One will reveal the yellow gem.



3.10 - THE DAY OF

EASY THIS, DO BETTER THAN MOST BRITISH ATHLETES AND go for the gold! You need to win four out of seven of the events in the Clancer Olympics.



100m Dash: Repeatedly tap right on the D-pad and you'll win easily.

200m Dash: As above.

400m Dash: As above.

Long Jump: Run to the line (but don't cross it), jump in the air, and at the highest point repeatedly tap the right C-button to boost as far as possible.

Obstacle Course: As with the dash, repeatedly tap D-pad right, but this time you'll also need to jump the obstacles.

Ball Toss: Use the jar to catch more white balls than red balls to win as they are thrown at you.

Maths Contest: When the equation appears, grab the numbers that make up the answer. Erase your answer by grabbing the arrow if you make a mistake.

Yellow Gem: Finish the 100m dash in less than eleven seconds.





4.3 - 7 CLANCER KIDS

YOU NEED TO RESCUE SEVEN CLANCER children in a maze who have been transformed into monsters by a curse.

Spike ball: Grab a mine from the circle and throw it at him. Don't touch the spike balls that replace the mines!

Jar: Take the rocks that fall out of the jar and throw them back. Watch for green gems.

Laser ball: The ball with lasers mounted on it will drill at the ground and bring up rocks. Throw the rocks at the ball.

The stage is over after all seven Clancers have been beaten and saved.

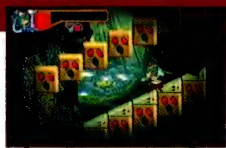
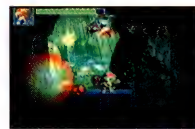
Yellow Gem: As you rescue each Clancer, before you talk to them, shake them, and one of them will give you the yellow gem.



4.5 - RESCUE! ACT 2

DEFEAT CALINA! PRESS UP AND B TO HIT HER when she hovers over Teran's head, and avoid her bombs.

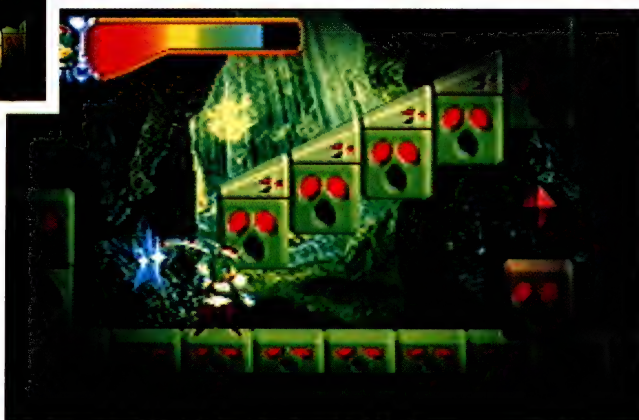
Yellow Gem: This is in the blue block on the far right. Let Calina drop bombs over this block to get the gem.



4.1 - ROLLING ROCK!!

YOU MUST GET TO THE BOTTOM before the boulder, without being hit by it. The exit star is on the left, and a restart star (for when the boulder blocks the exit) is on the right.

Yellow Gem: A star in the green area near the gem will take you to it. One of the containers with the gem holds a bomb which will let you continue.



4.1

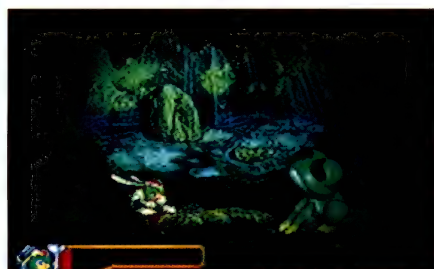
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4.6



4.2 - TOADLY RAW!!

CATCH THE TOAD'S TONGUE WHEN IT SHOOTS OUT AND pull it to shake him up. When the Clancer appears and throws lightning at you, catch it and throw it at the toad. Keep hitting B to capture more lightning.

Yellow Gem: The toad will give you the gem when you win.



4.4 - RESCUE! ACT 1

MARINA HAS BEEN KNOCKED OUT OF ACTION! You need to guide Teran through the next two stages. Go past the talking Clancers and punch the brown blocks before tackling the gunman. Jump on the tricycle, and race to the end. Place it in the room next to the other tricycle to exit.

Yellow Gem: After the brown blocks go right and take the high platforms left until you find stars. Take the stars until you appear on a platform made of blocks that spell MARINA. Over the A is a star that will teleport you to three locations. Catch the middle flash to transport to the gem.

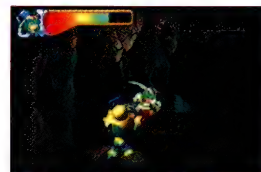


4.6 - TARUS!!

NOW BEAT TARUS!

He will stamp you or punch you. If his stamp releases rocks, throw them at him. When he charges in to punch you, grab his hand and throw him away.

Yellow Gem: Stand by a wall, grab his fist when he charges and slam him into the wall and you'll get the gem.



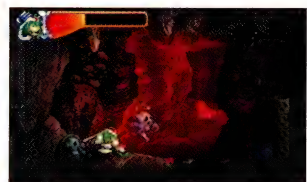
ASTER'S LAIR

Mischief Makers

4.7 - GHOST CATCHER

YOU NEED TO COLLECT THIRTEEN CLANCER GHOSTS FOR KING Aster in his grey Spirit Jar. Place the jar under the ghost to collect it. The locations are as follows:

- 1: Right of the first elevator.
- 2: Just along from the brown blocks.
- 3: Go up on the first cloud and left. Pick the flowers.
- 4: Take a bomb from the container past the second ghost, go up on the first cloud and head right. Bomb both statues and one will release the ghost.
- 5: Shake the gold statue on the right of the second cloud.
- 6: Take the second cloud up, go left, and bomb the two gold statues



- 7: Bomb the grey statue in the same room.
- 8: Go up on cloud two, right, then pull the green ball for a boomerang. Use the

boomerang take out all the spike balls to free a ghost.

9: Continue right past cloud three, and get the ghost that throws flames in the next room.

10: Take the third cloud down; there is a ghost behind the wall on the right. Position yourself under the ghost, jump up and throw the jar at the ghost.

11: Come down on the third cloud and go right for one ghost.

12: Keep going right for another.

13: Go left to the gap in the green wall, and lob the jar into the hole to capture the ghost. Go below, and roll underneath the gap (tap down twice) to collect the jar. Throw it back out, then roll out again.

Return the jar to the King to exit.

Yellow Gem: Take a bomb to the room where you'll find the penultimate two ghosts and take out the grey statues.



4.9 - MOLEY COW!!

NOW YOU NEED TO BEAT THE mole. Grab his head and slam him against the ground several times.

Yellow Gem: While the mole is on his back, jump on his stomach to get blue gems, and eventually, the yellow gem.



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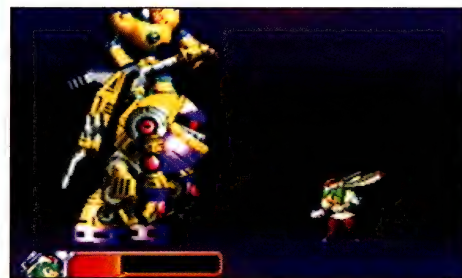
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4.11 - SASQUATCH BETA

TARUS IS BACK! YOU NEED TO BEAT HIM OVER TWO stages.

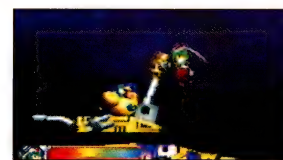
Stage 1: Tarus rides a tank and throws rocks which you should throw back. When his cannon charges up,



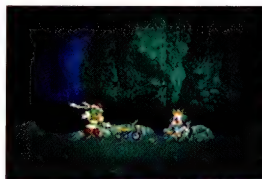
grab it and air boost up until the shot is fired.

Stage 2: The tank turns into a robot. It will attempt to kick you. When this happens, grab its foot, and pull it back so the cyborg falls out. When he's on the ground, air boost the robot up, and slam it down on the cyborg (B, C Right, C Up, and C Down). Do this a couple of times to kill him

Yellow Gem: Beat Tarus without getting hit.



4.8 - ASTER'S TRYKE



KING ASTER WANTS HIS TRICYCLE, so you must ride it to the end of the level. As you move, the path behind you is washed away by fast-moving waves. Speed is vital! **Yellow Gem:** You'll see it before you reach the King. Try to aim the bike at it – it's not easy!



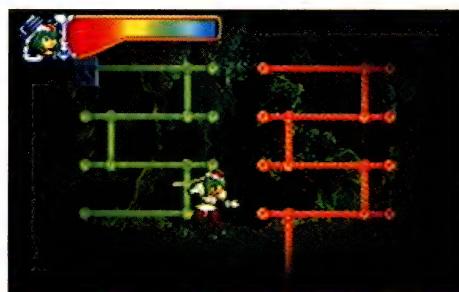
4.10 - ASTER'S MAZE

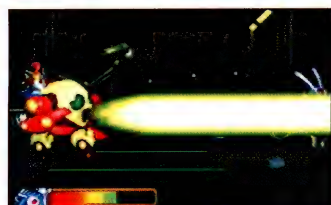
MAKE YOUR WAY THROUGH THE teleport maze. The map of the two teleport grids is just to the right of where you start. In addition to teleporting, you can walk right from some transporters to others, and drop down to yet others.

The sequence you need to take to the exit is as follows:

From Green 1, walk right and drop down to Green 3; teleport to Red 4; teleport to Green 6; walk right to Green 5; teleport to Red 1; teleport to Red 6; drop down to Red 7; teleport to Green 8; teleport to Red 8, and finally drop down to the exit.

Yellow Gem: Shake the Clancer to the right of Green 4. To get there, make your way to Red 1, as shown above, then instead of teleporting walk right to Red 2, and teleport to Green 4. Get the gem, then teleport back to Red 4 to carry on.

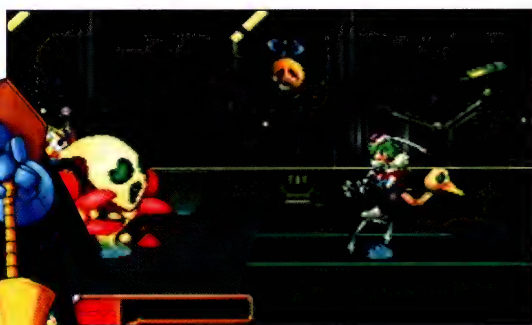




5.2 - COUNTERATTACK

NOW RIDE THE OSTRICH AND DEFEAT the ED-209 Clancer chasing you by catching the balls he throws at you and lobbing them back.

Yellow Gem: Catch one of the energy bursts the Clancer sends at you – one will hold the gem.



5.4 - MERCO!!

GRAB MERCO FROM BEHIND AND SLAM HIM INTO THE GROUND, avoiding his sword. **Yellow Gem:** When Merco lunges with his sword, grab it and shake it.



5.1 - CLANCE WAR II

MAKE IT THROUGH THE WAR ZONE. YOU WILL NEED TO DEFEAT FOUR CLANCERS in robots to proceed. Grab the missile launchers and shake them for homing missiles!

Yellow Gem: One of the grey-coloured Clancers will have the gem, so you'll have to find him and shake him. He should be in the fourth stage.



5.2

5.4

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5.3 - BEE'S THE ONE!

YOU NOW HAVE TO RIDE THE BEE TO THE AIR fortress. Avoid the missiles and jet-pack Clancers, or grab them and throw them.

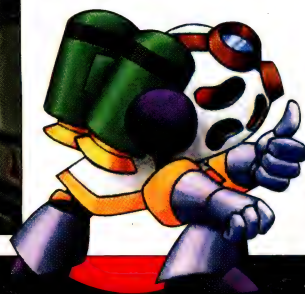
Yellow Gem: One of the missiles drops a yellow gem when shaken. Just grab them all!



5.5 - TRAPPED!?

HAVING REACHED THE AIR FORTRESS, YOU NOW need to infiltrate it. Beat the Clancer in the mecha pod, then get through the room with the teleport stars. Pull the pink ball, use the star, pull the green and blue balls, return to the pink

one, and pull the new blue ball. Place the statue on the red blocks below where the bomb will fall so when it won't detonate. Instead, use it on the right wall. Repeat this on the next group of red blocks. Next deal with the Clancer pirate. Back him into a corner and he'll fire a grappling hook and swing over you. Grab him and air boost down so he lands on his back. The exit star is just through the door.



IMPERIAL HQ

Mischief Makers

5.6 - PHOENIX GAMMA

NOW YOU'LL HAVE TO DEAL WITH MERCO AND HIS VEHICLE AGAIN!

STAGE 1: He dives at you, so grab him and pull away his shield. Then do the same with his sword. When you've done this, he'll charge you. Avoid the charge and immediately throw his sword or shield at him when he's vulnerable. When you've done this a few times, his drill machine will transform.

STAGE 2: Merco jumps on his bird, which will try to peck you. Avoid the pecking and grab its head, then air boost downwards until it springs back. Stay at the bottom of the screen to avoid the laser blasts coming from its wings and repeat the process three times.

STAGE 3: The bird will chase then you, attacking with a machine gun, missiles, and an energy blast. Keep moving around the edge of the screen until the missiles come. Catch one, then you'll have plenty of time to return it to sender!

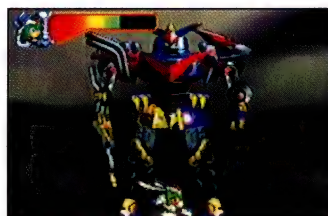
Yellow Gem: Defeat Merco without getting hit.



5.8 - FINAL BATTLE

IT'S THE FINAL BATTLE, AND you need to defeat Beastector. Lunar, Tarus, and Merco join their machines up to form one huge Megazord-style mecha. Grab the foot before it stamps you. If it moves into the background, it is preparing to fire, so keep running to one side to avoid the shots. Grab the fist when it fires at you and aim back at it. It will try to avoid you by running from side to side, but it follows a predictable pattern, so if it just ran to the left, aim slightly to the right.

Yellow Gem: Guess what? Take it out without getting hit.



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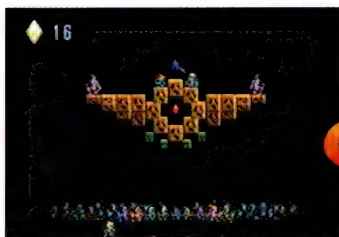
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5.9 - ENDING

THE MORE gems you collected, the more you'll see of this sequence. If you don't have them all, you'll just have to go back and find them!



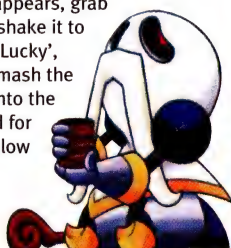
Yellow Gem: When you've removed the second set of red blocks, backtrack and destroy the first set to reveal a star. Use it, pull on the ball where you appear, exit, pull the new ball, then go back and pull on the new pink ball for the yellow gem.



5.7 - INNER STRUGGLE

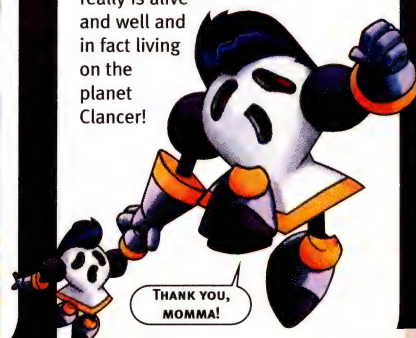
DEFEAT THE MONOLITH BY grabbing the 'bad' words that float past, shaking them up to make them 'good' words (they change size and colour) and chucking them at the Monolith. Avoid the bolts that it shoots at you.

Yellow Gem: When the word 'Dire' appears, grab it and shake it to make 'Lucky', then smash the word into the ground for the yellow gem.



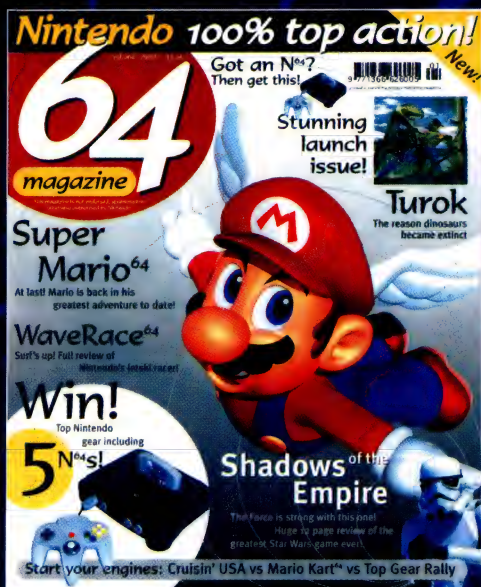
5.10 - CREDITS

READ 'EM OR DON'T! BASICALLY this level is just a whole list of names - exciting huh? We thought that would be a pretty boring thing to take a picture of, so instead here's a photo that shows that Elvis really is alive and well and in fact living on the planet Clancer!



BACK ISSUES

MISSING an issue? You need no longer live in darkness and gloom!



ISSUE 1 - SOLD OUT

- Well, it's sold out, but you could have read about Mario 64 and Wave Race. Alas, you can't any more.



ISSUE 2

- Starfox! Blast Corps! Turok! Complete Turok guide! The Mario 64 and Shadows Of The Empire solutions begin!



ISSUE 3 - SOLD OUT

- Mission: Impossible! ISS 64! Blast Corps complete solution! The horror that is Kabuki Jo! All gone, unfortunately.



ISSUE 4

- Banjo-Kazooie! Conker's Quest! Goldeneye! F-Zero 64! Go! Go! Troublemakers! Mario Kart 64 guide!



ISSUE 5

- Extreme G! Behind the scenes of Goldeneye! MRC! Goemon! Lylat Wars review and players' guide!



ISSUE 6

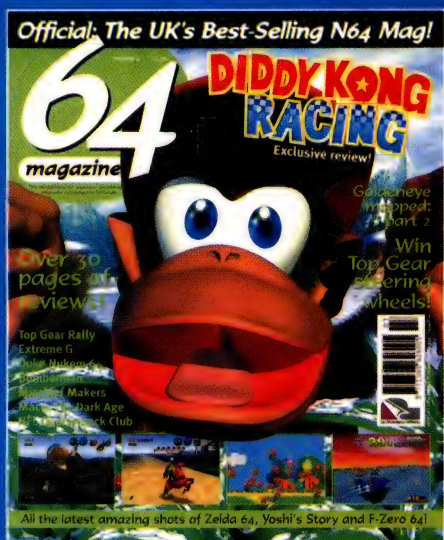
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64 NINDEX

magazine

The Nindex is the **AUTHORITATIVE** guide to Nintendo 64 software, detailing **EVERY** game we've ever **REVIEWED** (and some we haven't, on the grounds that they're just too **OBSCURE**). Both official releases and import games are **COVERED**, giving you all the information you **NEED** when deciding what games to buy. It's **ALL** here!

BAKU BOMBERMAN

Publisher: Hudson Soft
Reviewed: Issue 7
Bombberman hits the third dimension, and the multi-player game suffers as a result. However, the one-player game is improved dramatically, being a clever and enthralling mix of puzzles, action and big explosions!

81
percent

BLAST CORPS

Publisher: Nintendo
Reviewed: Issue 3

88
percent



An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level – by destroying everything in its path! Excellent fun, but not that long-lasting.

CRUIS'N USA

Publisher: GT Interactive
Reviewed: Issue 1 (import)
Absolutely pathetic attempt at a racing game, redeemed only by... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

31
percent

DARK RIFT

Publisher: Vic Tokai
Reviewed: Issue 4 (import)
A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written, so is rather dull. Nothing special.

60
percent

DIDDY KONG RACING

Publisher: Nintendo
Reviewed: Issue 7
Making *Mario Kart 64* instantly redundant,

95
percent



Diddy Kong Racing is a superb combination of racer and adventure pitting everyone's favourite chimp against the evil Wispig. Just as good as a one-player experience as it is for full-on multi-player racing mayhem!

DOOM 64

Publisher: GT Interactive
Reviewed: Issue 1 (import)
Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like *Turok* and *Goldeneye*.

81
percent

DORAEMON

Publisher: Epoch
Reviewed: Issue 3 (import)
The first (but undoubtedly not the last) *Mario 64* clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.

50
percent

DUKE NUKEM 64

Publisher: GT Interactive
Reviewed: Issue 7

90
percent



Steroid-packed conversion of the classic PC shooter, with a rock-hard hero ridding the world of babennapping alien scum. Although the graphics aren't as good as *Goldeneye*, the excellent gameplay is still there.

EXTREME G

Publisher: Acclaim
Reviewed: Issue 7
Insanely fast futuristic racer, where tool-ed-up bikes battle it out over a series of high-tech rollercoaster courses. Easily a match for PlayStation *Wipeout*, with the added bonus of multi-player battle games!

91



F1 POLE POSITION

Publisher: Ubi Soft
Reviewed: Issue 6
An update of *Human Grand Prix* (qv), with improved graphics and an official F1 licence that banishes Hamon Dill forever! It plays well enough and has a lot of depth, but may be a little on the arcadey side for hardcore F1 fanatics.

86
percent

FIFA 64

Publisher: EA Sports
Reviewed: Issue 2
Completely awful football game that is kicked off the field by Konami's *ISS 64*, yet still became a best-seller purely on the strength of its name. You *can* fool some of the people all the time.

29
percent

GANBARE GOEMON

Publisher: Konami
Featured: Issue 5 (import)
Wild and wacky follow-up to the popular Super NES series of *Goemon* games, which in its current form suffers from a lack of action and a surfeit of Japanese text which makes puzzle solving all but impossible.

70
percent

THE GLORY OF ST ANDREWS

Publisher: Seta
Reviewed: Issue 3 (import)
Now here's the worst game on the N64... so far. This abysmal golf game suffers from inaccurate controls, lousy graphics and a general air of shoddiness. Avoid at all costs!

25
percent

GO! GO! TROUBLEMAKERS

Publisher: Enix
Reviewed: Issue 4 (import)

80
percent



Although a 2-D platform game looks out of place amongst the N64's 3-D wizardry, *Troublemakers* is actually surprisingly playable, with plenty of variety and a lot of clever touches. Once you've got past the Japanese text, though, it's fairly easy.

GOLDENEYE

Publisher: Nintendo
Featured: Issue 5 (import)

96



An absolutely superb title which takes first-person games to a new level, and also lets you relieve your bloodlust into the bargain! Bond is back in a game that showcases what the N64 is really capable of.

HABU SHOGI

Publisher: Seta
Featured: Issue 3 (import)
Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

N/A

HUMAN GRAND PRIX

Publisher: Human
Reviewed: Issue 2 (import)
An okay-but-nothing-special Formula One racing game, only without an official licence so it's full of drivers like Hamon Dill. Comes across like a tarted-up Super NES game.

78
percent

ISS 64

Publisher: Konami
Reviewed: Issue 3

91
percent



If we went in for changing scores after the initial review, we'd be tempted to knock this up by a couple of percent. It's a great single player game, an awesome multi-player experience, and quite simply the best football game ever.

J-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer
Reviewed: Issue 6 (import)
Up against the mighty *ISS 64*, this is like pitting a Sunday League team against Man United. Despite some neat touches, it's hard to play because you're never sure which player you're controlling – and everyone's a midget!

55
percent

KILLER INSTINCT GOLD

Publisher: Nintendo
Reviewed: Issue 3
Nintendo's entry into the beat-'em-up market is a playable if not stunning 2-D fighter, which relies on ultra-speed and massive combos for playability. Fun in short bursts, but not something you'll keep coming back to.

75
percent

LYLAT WARS/STARFOX 64
Publisher: Nintendo
Reviewed: Issue 2 (import)



Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played *Starfox/Starwing* on the Super NES might have a feeling of déjà vu in play, but it's still tremendous fun.

MACE: THE DARK AGE

Publisher: Midway
Reviewed: Issue 7
Currently the best beat-'em-up on the N64, *Mace* has more than enough combos, power moves, oversized weapons and female fighters with not much on to keep fans of the genre happy until *Street Fighter* arrives next year.

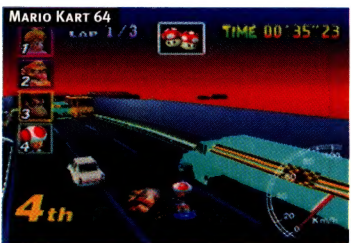
MAHJONG MASTER

Publisher: Konami
Featured: Issue 3 (import)
If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

MAHJONG 64

Publisher: Koei
Featured: Issue 3 (import)
As with Konami's Mahjong game, this is likely to have an *extremely* limited appeal in the UK (we reckon, oh, two people *might* be interested), hence the lack of a review.

MARIO KART 64
Publisher: Nintendo
Reviewed: Issue 3



The first N64 racer, now overshadowed by the much better *Diddy Kong Racing*. It's still fun, though its easiness, cheating AI and crap battle arenas rain on the parade.

MISCHIEF MAKERS

Publisher: Nintendo
Reviewed: Issue 7
The English translation of *Go! Go! Troublemakers* (qv), and made much easier to understand in the process. Although it's a 2-D platformer, it has enough depth, variety and clever touches to hold the interest.

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive
Reviewed: Issue 3
Boring, bland and as up-to-date as a 78 of Arthur Askey tunes, *Mortal Kombat* goes down the krupper with this update too far. Only *MK* mugs could like it, but there seems to be a worrying number of them around.

MULTI RACING CHAMPIONSHIP

Publisher: Imagineer
Featured: Issue 5 (import)
The N64's first 'proper' racing game, if you don't count *Cruis'n USA*, and let's face it, who does? Although praised to high heaven by other mags, we found it disappointing in the extreme as it is almost totally lacking in challenge.

NBA HANGTIME

Publisher: Midway
Reviewed: Issue 2 (import)
Mediocre basketball game which looks very similar to the Super NES's *NBA Jam*, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

NFL QUARTERBACK CLUB '98

Publisher: Acclaim
Reviewed: Issue 7
An engrossing and highly detailed American football simulation, with everything that should be needed to keep a gridiron fan happy.

PILOTWINGS 64

Publisher: Nintendo
Reviewed: Issue 1
A game which divided opinion – some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

POWERFUL PRO BASEBALL 64

Publisher: Konami
Featured: Issue 3 (import)
Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...

PRO BASEBALL KING

Publisher: Imagineer
Featured: Issue 3 (import)
Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

SHADOWS OF THE EMPIRE

Publisher: Nintendo
Reviewed: Issue 1
Another opinion polariser; tightly-crafted *Star Wars* adventure classic, or ropey *Doom* clone with blurry backgrounds and hackwork gameplay? The review score says



the former, but we suspect time won't be very kind to it.

SUPER MARIO 64
Publisher: Nintendo
Reviewed: Issue 1



The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it took us four issues to print the full solution shows just how much there is to do! A genuine classic.

TETRISPHERE

Publisher: Nintendo
Reviewed: Issue 5 (import)
A pseudo 3-D variation on the classic falling block puzzle, where matching blocks have to be grouped on the surface of a sphere. It gets more addictive as it goes on, but isn't a match for the Game Boy original.

TOP GEAR RALLY
Publisher: THE Games
Reviewed: Issue 7

The most realistic racer on the N64 to date, *Top Gear Rally* combines realistic car handling with huge courses and a wealth of secrets to discover to create the ultimate rally experience.

TUROK: DINOSAUR HUNTER

Publisher: Acclaim
Reviewed: Issue 2
Considering the title, there's a marked shortage of dinosaurs in this game! *Turok* is a souped-up *Doom*, with lush graphics and OTT gore, but the promise of the early

levels eventually deteriorates into lots of wandering around mazes. Good but not great.

WAVE RACE 64
Publisher: Nintendo
Reviewed: Issue 1

"*Wave Race 64* alone justifies the cost of the N64," burred our reviewer excitedly, and that was when the N64 cost £250! We wouldn't go that far, but it's still an excellent game, the jetskis having great handling as they crash through amazingly real seascapes.

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive
Reviewed: Issue 2 (import)
The title tells you all you need to know about the game type, but how does it play? Not bad at all, actually, the N64's analogue controller being ideal for this kind of game.

WAR GODS

Publisher: Midway (import)
Reviewed: Issue 3 (import)
This pathetic excuse for a beat-'em-up is based on *Mortal Kombat*, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

WONDER PROJECT J2

Publisher: Enix
Featured: Issue 3 (import)
The premise is intriguing – a 'virtual life' game where you have to guide a young android girl into making the right decisions in life – but it relies heavily on Japanese text. Which we can't read.

The Nindex will be updated every month to provide you with the most accurate buying information you can find for N64 games!



Next issue

VA-VA-VOOM!



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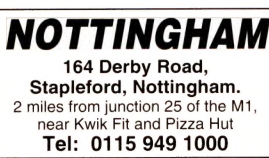
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